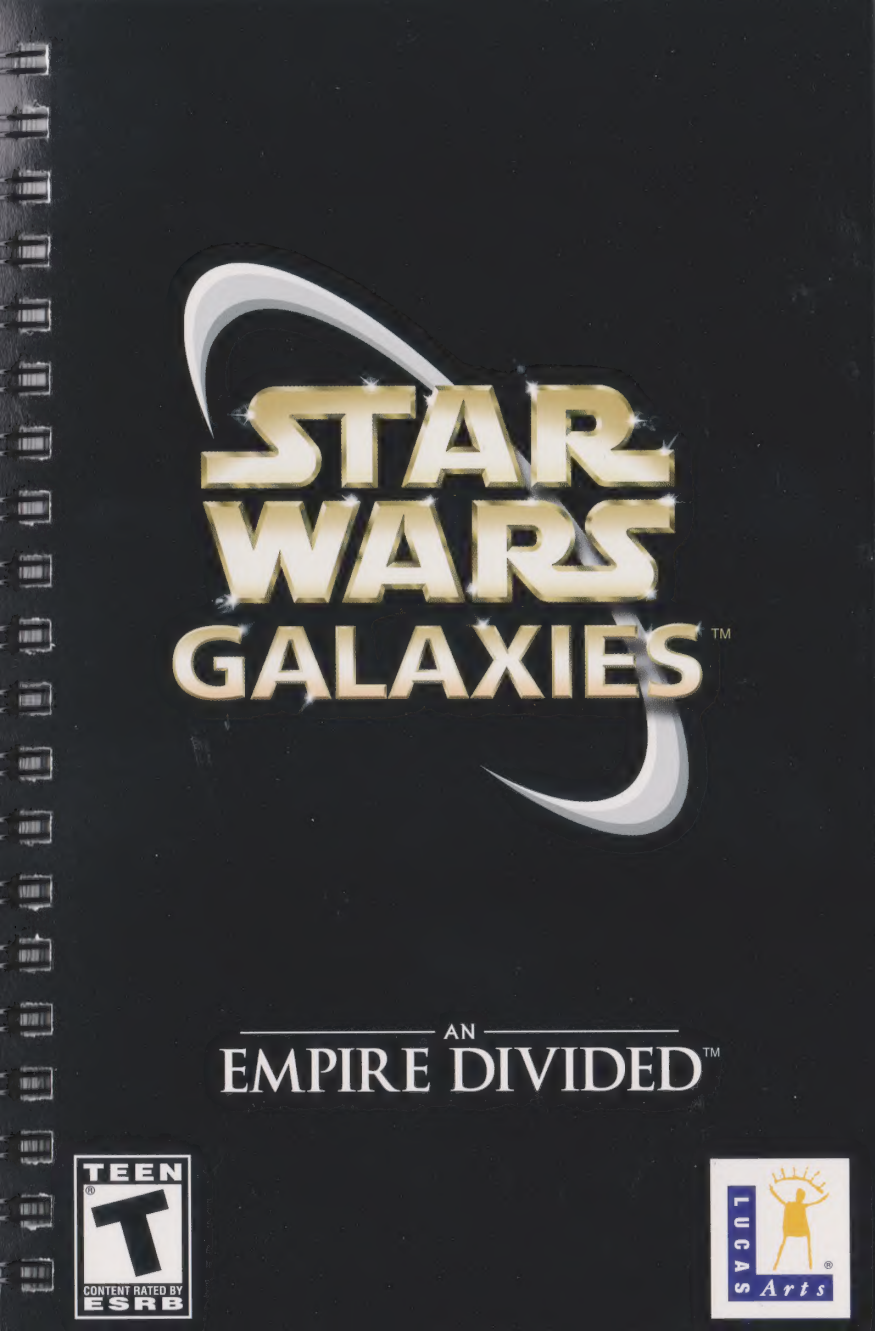
STAR WARS
GALAXIES™
AN
EMPIRE DIVIDED™
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STAR WARS GALAXIES™: AN EMPIRE DIVIDED™

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This manual is divided into 16 chapters. Each chapter begins with its own detailed Table of Contents.

BEGIN DATA STREAM

NOTE: ***Star Wars*** **Galaxies** is the brand for the online game.

Welcome to *Star Wars* Galaxies™: An Empire Divided™, the first massively multiplayer online game set in the vast *Star Wars*® universe. This Adventure Manual is meant to provide an in-depth description of the game's core features. If you're just starting out, we recommend that you refer to the Quick Start Guide accompanying this manual.

While the Quick Start Guide should give you a good understanding of the game's surface features, the Adventure Manual will allow you to learn about all of the intricacies built into the game. The Adventure Manual also covers some areas of the game that aren't accessible to starting characters. Here, you'll discover how to mine crystals, build a house, join a band, and get the most out of the chat system, among other things.

Due to the size and scope of *Star Wars* Galaxies, the Adventure Manual might seem huge. But don't worry about reading it all right away; the Quick Start Guide has more than enough information to get you started, and you can always refer back to the Adventure Manual when you need more information about a specific feature.

<<<TRANSMISSION OVERRIDE: REROUTING TO NEW SIGNAL>>>

WELCOME TO THE GALAXY, NERFHERDER...

LOOKS LIKE YOU'RE NEW TO THE GALAXY, FRIEND. WELL, IF YOU'RE SEEKING ADVENTURE OR EXCITEMENT, YOU'VE STEPPED OFF THE RIGHT TRANSPORT. THE GALAXY IS A BIG PLACE, WITH A WHOLE MESS OF GIANT WORLDS TO EXPLORE. AND THEY'RE ALL DANGEROUS, IN THEIR OWN WAYS. TATOOINE HAS TUSKEN RAIDERS THAT JUST WANT TO CAVE YOUR SKULL IN, AND YOU'RE LIABLE TO BE ROBBED BY PIRATES ON LOK. THE MARAUDERS WILL SKIN YOU ALIVE ON ENDOR, IF YOU DON'T GET SHOT BY IMPERIALS FIRST. AND ON DATHOMIR, YOU'RE EITHER GONNA WIND UP A RANCOR'S LUNCH OR GET MURDERED BY FREAKY FORCE WITCHES.

YEAH, THIS GALAXY IS FULL OF DANGER — THERE'S EVEN A LITTLE WAR GOING ON — BUT IT'S ALSO A PRETTY PLACE. IF YOU CAN STAND THE HEAT, THE TATOOINE TWIN SUNSET MIGHT PROVIDE A LITTLE ROMANCE TO YOUR LIFE, AND THE WATERFALLS OF THEED ARE LIABLE TO TURN YOU INTO A SLACK-JAWED MEEWIT. ON CORELLIA, THEY GOT SKYSCRAPERS BIGGER THAN HAN SOLO'S EGO, AND THE TEMPLES ON YAVIN 4 ARE PERFECT FOR ANY HISTORY BUFFS.

BUT YOU'RE GONNA NEED SOMEONE TO WATCH YOUR BACK, IF YOU WANT TO SURVIVE MORE THAN A FEW NANOSECONDS. THAT'S WHERE I COME IN. THE JOKER WHO WROTE THIS "ADVENTURE MANUAL" MIGHT KNOW HIS WAY AROUND A DATA SCREEN, BUT AIN'T NO ONE GONNA PREPARE YOU FOR A FIGHT WITH A GORAX LIKE ME. SO EVERY TIME I BREAK INTO THE CHANNEL, YOU'D BE WISE TO LISTEN UP.

— SHUG NINX, GALACTIC TOUR GUIDE (OR THE CLOSEST THING YOU GOT, ANYWAY)

<<<RESUMING NORMAL DATA TRANSMISSION>>>

Like many massively multiplayer online games, ***Star Wars* Galaxies** is a deep and ever-changing experience. As the game grows over time, new content, systems, and game mechanics will be added. We have tried to ensure that the Adventure Manual is up to date, but given the evolving nature of online games, there is no way to ensure that it remains completely accurate or includes information about every system in the game.

We also understand that, despite our best efforts, the Adventure Manual may not be completely clear or cover all situations for all players. Fortunately, there are a number of resources available to help you if you have technical difficulty, questions about the content or game systems, or run into other problems while online. Refer to the Holocron (**CTRL+H** keys) for the most up-to-date information on controls.

STARTING UP | POWER CYCLE IN PROGRESS | DO NOT DISCONNECT

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<<CONFIGURING INTERSTELLAR DATA INTERFACE>>

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The Quick Start Guide covers basic installation and account setup. This section provides some troubleshooting advice, along with information regarding the various account options and in-game options.

<<<TRANSMISSION OVERRIDE: REROUTING TO NEW SIGNAL>>>

THIS CHAPTER READS LIKE IT WAS WRITTEN BY A BUNCH OF INCOM ENGINEERS...BUT DON'T BE INTIMIDATED. IT'S NOT LIKE YOU'RE TRYIN' TO HELP AN ANGRY WOOKIEE RETROFIT A CORELLIAN FREIGHTER... NOW THAT'S A CHALLENGE. YOU GOT IT EASY – JUST FOLLOW THE ONSCREEN DIRECTIONS, AND YOU'LL BE RUNNING WITH A HERD OF BANTHAS IN NO TIME.

<<<RESUMING NORMAL DATA TRANSMISSION>>>

>INSTALLATION NOTES

- By default, the game installer will install the game in a **C:\Program Files\StarWarsGalaxies** folder, but you can change this location.
- If the installer does not automatically launch, double-click on the **My Computer** icon on your desktop, then double-click on your computer's CD-ROM or DVD drive. Double-click on **SetUp.exe** to install.
- Windows 2000/XP users, please note that you must be in the Administrator Profile to install.
- You may need to disable virus-scanning software for a successful install.
- ***Star Wars* Galaxies** requires DirectX 9.0. If the installer detects that you don't have DirectX 9.0 installed on your computer, it can automatically install the update for you.
- You may also need to update your video-card drivers to the most recently released versions. Visit your video-card manufacturer's Web site to find the proper downloads.

- Every time you launch the game, you will need to agree to our **End User Licensing Agreement/ Terms of Service** (click the check box located under your Password).
- If you already have a Station Name and Password (perhaps created when you joined the **starwarsgalaxies.com** Web site), you can use these to login and create your account.

System requirements may change over time, and you may need to upgrade your current system (or obtain a new system) to play the Game.

>THE LAUNCHPAD

Whenever you launch ***Star Wars* Galaxies** (using a shortcut on your desktop or by selecting ***Star Wars* Galaxies** from your Start menu), the game will initiate the Launchpad. The Launchpad will ask you for your Username and Password, and will then check for (and automatically download) any patches.

You can use the Launchpad to:

- **Instant Login:** Select one of your characters to log directly into the game world.
- **Chat:** Discuss ***Star Wars* Galaxies** with other players.
- **Set-Up Options:** Access a variety of performance and graphics options that allow you to change the game resolution, run the game in a window, as well as disable various audio features.
- **Account:** Provides account management that includes the ability to change your Password and billing options.
- **News:** Connects you to a Web page containing the latest news about the game.

>CHOOSING A GALAXY

As noted in the Quick Start Guide, a "Galaxy" is the online environment where your character will live and adventure (in other games, a Galaxy might be called a "server" or a "shard"). When you select a Galaxy, consider the following:

- Nearly all of the Galaxies have essentially the same content. Tatooine, for example, is found on each Galaxy.
- You can't travel between Galaxies. Once you create a character on a Galaxy, he or she will always remain there.
- You can only create one character per Galaxy.
- You can have up to 10 characters total, and you can always delete characters to create new ones.

>OPTIONS (CTRL+O keys)

The Options menu allows you to change everything from your graphics settings to your control scheme. At any point, you can review and change your options by hitting the **ESC** key, and then choosing Options from the Main Menu.

CONTROLS

The Controls menu allows you to select different control schemes and create your own keyboard maps. You can reassign any keyboard command by double-clicking on the action you want to change, hitting the new key, and then clicking **OK**.

GRAPHICS

The Graphics options enable you to get the most from your PC. In general, the default settings are geared toward performance; you can improve the game's appearance by adjusting various options, but this is likely to impact the game's overall performance.

Conversely, if you're having performance problems, you can turn off or reduce various options.

Most of the options are self-explanatory, but some are covered here in more detail:

- **Field of View:** Increase field of view to show more of the world; reduce field of view to increase performance.
- **Terrain High Detail Range:** Sets the level of detail for the terrain around your character. Reducing the terrain detail may greatly improve performance.
- **Render Non-Collidable Flora, Render Distant Radial Flora, and Render Nearby Radial Flora:** Turning off any of these may increase performance.
- **Shadows:** Choose from full, detailed shadows on everything (worst performance), detailed shadows on characters only, or blob shadows. Turn off shadows completely for the best performance.
- **Object Detail:** Increasing the level of detail on objects decreases performance.

SOUND

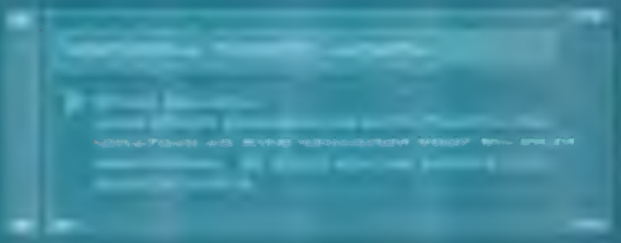
Audio options and sound volumes are customized from this menu. Move the slider to the far left on any of the volume settings to turn off a particular type of sound.

GAME OPTIONS MENU

The Game Options menu offers dozens of controls to help customize your in-game experience. A handful of these are covered here:

- **Timestamp (Under Chat):** This puts an automated timestamp for all chat messages, which might be useful if you receive a great many messages or tend to frequently switch between chat channels.

- **Away from Keyboard Auto Response (AFK):** Click this box to disable or enable the AFK auto response (it is enabled by default). If you're AFK, players who try to contact you will receive an automated message. You can edit this message or change the time limit until AFK is activated.
- **Alarm Clock:** The alarm clock is useful for monitoring your time online. If you want to quit the game at a specific time, only play for a set amount of time, or set up a time to meet with friends, use the alarm clock to create reminders.



STARTING UP | POWER CYCLE IN PROGRESS | DO NOT DISCONNECT

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<<<TRANSMISSION OVERRIDE: RECEIVING NEW SIGNAL>>>

IT'S TIME FOR YOU TO DECIDE WHAT TYPE OF ADVENTURER YOU'RE GONNA BE. BUT JUST REMEMBER THIS: WHILE SOME MIGHT TALK ABOUT DESTINY, FATE, OR EVEN THE FORCE CONTROLLING YOUR LIFE, EVERYONE GETS SECOND CHANCES. IN THIS GALAXY, FRIEND, ANYONE CAN BE REHABILITATED, EVERYONE CAN CHANGE. YOU MIGHT START YOUR CAREER AS A GALAXY MINDED MERCENARY AND EVENTUALLY DISCOVER THAT YOU HAVE A HEART OF GOLD. OR MAYBE NOT. IT'S ALL UP TO YOU....

<<<RESUMING NORMAL DATA TRANSMISSION>>>

In Star Wars Galaxies, your attributes, species, and Starting Profession initially define your character. As you progress, your character will gain equipment, skills, abilities and additional professions, but your beginning choices will always remain important.

>THE NINE ATTRIBUTES

A character in Star Wars Galaxies has three Primary Attributes, each of which is connected to two Secondary Attributes. It's useful to think of a Primary Attribute as a fluctuating "pool of points" normally ranging from 0 to 1,000. Different circumstances in the game cause these pools to temporarily increase or drain. If one of these pools reaches 0, your character is incapacitated. The Secondary Attributes affect how quickly these pools regenerate and control how many points are burned when performing various activities.

POOL DRAINS

As mentioned above, the Primary Attributes suffer various drains throughout the course of adventuring in the following ways:

- **Damage:** All sorts of successful attacks affect the Primary Attributes.
- **Combat Moves:** Nearly every combat move has some kind of "pool cost" associated with it. When you use a special move, it drains from one of the three pools.
- **Other Abilities:** Characters possess special non-combat abilities, like Burst Running.

NOTE: You can't incapacitate yourself by using combat moves or other abilities. You simply can't perform any actions that would reduce your pool below 0. If you attempt such an action, you'll receive a message informing you that you do not have enough points for that action.

THE ATTRIBUTES

Health: Represents your character's physical health, including how much physical damage he or she can withstand (in some other games, the Health pool might be called your character's "hit points"). Health can be depleted by many attacks, including a blaster bolt to the chest or being hit by a Tusken Raider's gaffi stick.

Strength (Health Drain Rate): Determines the "burn rate" for any actions that drain from the Health pool, like using a special melee attack. The stronger a character is, the less Health he or she loses when performing strenuous activity.

Constitution (Health Regenerate Rate): Controls the Health pool's recharge rate. A player with a high Constitution will recover more quickly from any attacks that affect the Health pool.

Action: Your character's physical energy. It dictates how often you can perform certain actions. Your Action pool drains when you're hit by specific attacks, like a successful Leg Shot. The pool also drains when you use some special combat moves or use the Burst Running ability.

Quickness (Action Drain Rate): Controls how rapidly a player's actions drain the Action pool. A character with a high Quickness can perform more Action-related special moves or use Action-related abilities (like Burst Running) more often than a character with a low Quickness.

Stamina (Action Regenerate Rate): The rate at which the player's Action pool recharges. Characters with high Stamina are less likely to become winded by using Action-related moves.

Mind: Your character's mental strength, as well as a measure of his or her alertness and ability to complete technical tasks. Many special moves that require concentration (like Aiming) drain from your character's Mind pool. Certain attacks, such as Head Shot, can also detract from your Mind pool.

Focus (Mind Drain Rate): Affects how greatly a character's Mind-based actions reduce his or her Mind pool. Essentially, it's a measure of a player's ability to concentrate when performing certain tasks. A character with a high Focus can accomplish more mental feats in a shorter period of time before becoming mentally fatigued.

Willpower (Mind Regenerate Rate): The recharge rate for the Mind pool. A character with a high Willpower finds it easier to regain his or her wits and recover from mental stress and exhaustion.

- See **Chapter 8: Healing and Death**, page 108, for more information on healing attributes.
- See **Chapter 4: Data Screens**, page 50, for instructions on adjusting your attributes as you play the game.

>THE EIGHT SPECIES

Star Wars Galaxies allows you to create a character from one of eight species. The information displayed during character creation should give you some guidance about which species to choose.

Humans: The most common species in the galaxy. Humans receive no bonuses or penalties to their attributes, making them the most well-rounded characters.

Bothans: Small, hairy humanoids. Bothans are noted for their quickness and agility, but they aren't the hardiest species.

Mon Calamari: Fish-faced aliens with colorful skin patterns. Mon Cal are the most intelligent of all the species, but they have penalties applied to many of their physical attributes.

Rodians: Aliens with large eyes and tapered snouts. Rodians are nimble, but not as strong as other species.

Trandoshans: Large, reptilian humanoids. Trandoshans are strong and resilient, but slightly clumsy and not among the brightest characters in the game.

Twi'leks: Humanoids with fleshy head-tails. Twi'leks are intelligent and agile.

Wookiees: Towering, hairy humanoids known for their great loyalty and inner strength. Wookiees are the strongest species in the game.

Zabrak: A humanoid species with horns and tattoos. Zabrak have incredible willpower, but don't recover Health as quickly as other species.

Although any character can pursue any profession or activity in the game regardless of species, the species have different strengths and weaknesses. The strongest Wookiee is always going to be stronger than the strongest Bothan, for example. These traits are conveyed through bonuses to starting attributes. All of the Attribute Modifiers for each species are listed in-game on the Species Selection screen.

GENDER

Gender has no impact on your character's starting attributes, although it does affect your character's maximum and minimum height choices and changes some of the available customization options.

>CHARACTER CUSTOMIZATION

Character customization is one of the most self-explanatory portions of the game. Every species has a number of features that can be morphed, altered, and changed in the Character Customization screens. If you need further explanation about an interface element or customization option, simply leave your mouse cursor over that area of the screen for a few seconds and a helpful Tool Tip will appear.

BODY

This option allows you to adjust your character's skin color, musculature, height, and body fat. These changes are all cosmetic and do not change your attributes.

SPECIES HEIGHTS

Each species has a different maximum and minimum height.
All measurements in Star Wars Galaxies are given in meters.

Species	Gender	Min. Height (Meters)	Max Height (Meters)
Human	Male	1.6	2
	Female	1.5	1.95
Zabrak	Male	1.55	1.9
	Female	1.6	1.85
Mon Cal	Male	1.6	1.8
	Female	1.55	1.7
Wookiee	Male	2	2.3
	Female	1.95	2.25
Twi'lek	Male	1.55	2
	Female	1.6	1.95
Rodian	Male	1.45	1.7
	Female	1.4	1.65
Bothan	Male	1.35	1.5
	Female	1.3	1.45
Trandoshan	Male	1.85	2.25
	Female	1.8	2.2

The in-game text provides descriptions of the Starting Professions, but the information contained here should provide more guidance when choosing your Starting Profession.

A Starting Profession automatically assigns your character with basic equipment and clothing, and his or her first skill and abilities. Most importantly, the Starting Profession determines your character's starting attributes (which are modified by your choice of species). You should also note how Starting Professions relate to the other advanced professions in the game. This key information is listed here (see **Chapter 5: Skills and Professions, page 68**, for more on the Elite and Hybrid Professions).

It's important to note that all players begin with simple weapons and a basic ability to use those weapons.

OKAY, I DON'T GET PHILOSOPHICAL VERY OFTEN, BUT HERE IT GOES: YOU'RE GONNA TRANSFORM, FRIEND. RIGHT NOW YOU MIGHT NOT BE MUCH MEANER THAN A DISEASED NUNA BUT YOU'LL TOUGHEN UP EVENTUALLY. AND WHATEVER "PROFESSION" YOU PICK FOR YOURSELF INITIALLY PROBABLY AIN'T GONNA BE YOUR LIFELONG "CAREER." LIKE I SAID, YOU'RE GONNA TRANSFORM, IN WAYS YOU CAN'T EVEN DREAM ABOUT

<<<RESUMING NORMAL DATA TRANSMISSION>>>

>ARTISAN

The Artisan is the crafting profession in *Star Wars* Galaxies. The profession's starting attributes reflect a focus on cerebral pursuits: Artisans are quite good at building things, locating resources, and

other mental activities. However, they are not designed for direct combat confrontations. Artisans are especially important in *Star Wars Galaxies* because these characters create nearly all the equipment in the game. Also, as Artisans advance and begin exploring Hybrid and Elite Professions, they gain unique perks: only an Artisan can build certain structures on battlefields, an extremely important role in the Galactic Civil War.

Starting Skill: Novice Artisan. Provides ability to craft basic weapons, clothing, foodstuffs, and even trinkets and toys. Allows Artisan to locate and extract small quantities of several different resources.

Elite Professions: Armorsmith, Weaponsmith, Architect, Merchant, Chef, Tailor, Droid Engineer

Hybrid Professions: Smuggler, Commando

>>>TRANSMISSION DIVERTED: REROUTING TO NEW SIGNAL<<<

"ARTISAN" IS JUST A FANCY WAY OF SAYING "SOMEONE WHO BUILDS STUFF." THAT DESCRIBES CHEWBACCA, TALON KARRDE, AND EVEN ME. THERE ARE THOUSANDS OF SELF-RESPECTING ADVENTURERS WHO STARTED OUT AS MECHANICS AND WEAPONSMITHS

>>>RESUMING NORMAL DATA TRANSMISSION<<<

GETTING STARTED

- **Surveying:** You can survey for valuable resources in the game by using any of your survey devices, which are in your inventory (CTRL+I keys). To activate the surveying process, select **Survey** from a device's radial menu, or drag that device into your toolbar and strike the corresponding Function key. After you select the resource you want to locate and click **Survey**, you can follow a waypoint to the largest concentration in the area (see **Chapter 14: Surveying and Harvesting Resources**, page 152).

• **Sampling:** Once you locate a resource, you can extract small amounts of that resource using your surveying device. Stand in the area where you want to sample, and then choose **Sample** from the device's radial menu. If the resource density is too low, you won't be able to extract a sample; when this occurs, select **Survey** again from the radial menu and head to the next waypoint.

• **Crafting:** You start with the ability to make a handful of items, including clothing, basic weapons and food. You can review all the items that you can craft in your Datapad (CTRL+D keys). Each item requires specific resources, which you can acquire from the world or buy from other players.

Once you have enough resources to make something, start crafting an item by booting the crafting device in your inventory (select **Use** from the device's radial menu or put it into your toolbar). When the crafting device opens, select the item you wish to build.

In the Assembly screen, double-click on a resource or drag-and-drop it into an open resource slot. When all resource slots are full, click on **Assemble** and follow the prompts to complete your item (see **Chapter 15: Crafting and The Bazaar**, page 160).

EARNING XP

Artisans earn two types of XP: General Crafting and Surveying.

• **General Crafting:** You earn XP when items you create are actually used. Be sure to share or sell items you built to increase your XP.

• **Surveying:** You earn XP when you successfully extract a resource from the world.

EARNING CREDITS

The most efficient way for Artisans to earn credits is by selling the resources they gather or the items they make. Both can be sold on the Bazaar.

To post an item for sale, select Use from the radial menu on any Bazaar terminal in the world, and then click on the Sell an Item tab. You can post an item for auction or offer it as an instant sale with a predetermined price. (See Chapter 15: Crafting and The Bazaar, page 166).

>BRAWLER

Tough warriors designed for melee combat and direct confrontations with enemy forces. Brawlers are extremely difficult to incapacitate and can act quickly in combat. However, they don't have the mental strength of some other professions.

Starting Skill: Novice Brawler. Basic training in both armed and unarmed melee combat. Novice Brawlers also gain a few weapon-specific special attacks.

Elite Professions: Teräs Käsi Artist, Fencer, Swordsman, Pikeman

Hybrid Professions: Bounty Hunter, Commando, Smuggler

<<<TRANSMISSION SUSPENDED. REVERTING TO NEW SIGNAL>>>

EVER GET THE URGE TO BEAT SOME HEADS IN A CANTINA OR GO TOE-TO-TOE WITH A TUSKEN RAIDER? THAT'S THE LIFE OF A BRAWLER, FRIEND

<<<RESUMING NORMAL DATA TRANSMISSION>>>

GETTING STARTED

- Combat: To fight a creature or NPC, you merely need to approach the target and double-click (or choose Attack from the target's radial menu). Start out by fighting creatures that have green or light blue starburst

Icons next to their HAM bars (these are creatures you can defeat with relative ease). Because you'll be using melee combat, you'll need to be fairly close to your target before attacking.

- **Special Attacks:** You begin with four basic attacks, each associated with a different weapon. To review your special moves, open the **Combat** tab in your Abilities screen (**CTRL+A** keys). You can use any special move by dragging it into your toolbar and clicking on the corresponding **Function** key (**F1-F12**) when in combat. Make sure you have the proper weapon equipped (double-click on a weapon in your Inventory to equip it).

EARNING XP

One-handed, Two-handed, Polearm and Unarmed Combat: You can advance up any of the four disciplines in Brawler by defeating creatures or NPCs using the appropriate weapon (or, no weapon if you're advancing through the Unarmed Combat discipline). You earn Polearm XP by defeating creatures using polearms, for example.

EARNING CREDITS

Brawlers can earn credits by taking Destroy or Deliver missions (from Mission Terminals or NPCs) and by looting defeated enemies (choose **Loot** from the corpse's radial menu). Brawlers can also sell any looted items on the Bazaar (although looted items are less valuable than crafted items), or to NPC "junk dealers."

>ENTERTAINER

The Entertainer profession fills a necessary role in *Star Wars* Galaxies by providing player-characters with various forms of mental healing. A player who is suffering from battle fatigue or Mind wounds (see **Chapter 8: Healing and Death, page 108** for

more information on healing wounds) can only recover when relaxing in the company of an Entertainer. Entertainers aren't necessarily warriors, but they are quick and agile. They also have surprising mental reserves.

Starting Skill: Novice Entertainer. Allows the Entertainer to dabble in dancing, music, and even image design. The Novice Entertainer is capable of healing Mind wounds.

Elite Professions: Dancer, Musician, Image Designer

<<<TRANSMISSION OVERRIDE. REROUTING TO NEW SIGNAL>>>

THE GALAXY WOULD BE A QUIET PLACE WITHOUT ENTERTAINERS. THEY'RE THE REAL REASON I HANG OUT IN CANTINAS. HONEST

<<<RESUMING NORMAL DATA TRANSMISSION>>>

GETTING STARTED

- **Dancing:** To dance, just type **/startdance** and you'll see a list of all the dances you can perform.

- **Playing Music:** To play an instrument, first equip that instrument by double-clicking on the instrument in your inventory (CTRL+I keys). You can play a song by typing **/startmusic**.

- **Flourishes:** When playing an instrument or dancing, you can perform special moves called "flourishes." Just type **/flourish**, followed by a number between 1 and 8.

- **Image Design:** You can change another character's basic appearance by using your Image Design skills. To use these skills, produce a radial menu on any character whose appearance you want to alter, and then choose **Image Design**. You will receive a small list of options (these options grow as you gain new skills).

EARNING XP

- **Dancing and Musicianship:** You earn Dancing or Musicianship XP whenever someone with battle fatigue or Mind wounds watches you dance or listens to you play. Encourage damaged players to target you, and then to type /watch or /listen.

It's important to note that, while you can dance or play anywhere, you can only heal while performing in special locations: cantinas, theaters and hotels. You can perform in camp, although your healing powers will be reduced.

- **Image Design:** You gain XP when you successfully change another character's appearance.

EARNING CREDITS

Entertainers rely heavily on the goodwill of other players. Players can tip you for your healing services by targeting you, and then typing /tip, followed by the amount they wish to give you. Some non-player characters (NPCs) also hand out special "gig" missions that require you to perform for other NPCs to receive a reward. Like all other characters, Entertainers can also take missions from Mission Terminals or NPCs (although Destroy missions will prove difficult and dangerous).

>MARKSMAN

A Marksman is competent with all manner of ranged weapons. Although every character can use some sort of blaster initially, the Marksman gains special abilities and access to a wider variety of weapons as he or she advances. Marksmen are tough and very agile in combat; they also have fair mental capabilities.

Starting Skill: Novice Marksman. Provides bonuses with use of all ranged weapons and serves as a launching pad for specialization with rifles, blasters, or carbines.

Elite Professions: Rifleman, Pistoleer, Carbineer

Hybrid Professions: Bounty Hunter, Commando, Smuggler, Squad Leader, Combat Medic

...TRANSMISSION SYMBOLIC: REVERTING TO NEW SIGNAL...

WHEN TRAVELIN' THE GALAXY AND LOOKING FOR TROUBLE, THERE'S NOTHIN' LIKE A GOOD BLASTER AT YOUR SIDE. ANY HALF-WITTED GUNDARK CAN LEARN TO PULL A TRIGGER, BUT IT TAKES A TRAINED MARKSMAN TO BULLSEYE A WOMP RAT AT TWO HUNDRED PACES

...RESUMING NORMAL DATA TRANSMISSION...

GETTING STARTED

- **Ranged Combat:** To fight a creature or NPC, equip any ranged weapon by double-clicking on it in your Inventory (**CTRL+I** keys). You can initiate an attack by just double-clicking on a target (or choosing **Attack** from the target's radial menu). Start out by fighting creatures that have green or light blue starburst icons next to their HAM bars (these are creatures you can defeat with relative ease).

- **Postures:** During ranged combat, use postures to increase your accuracy. You can type **/kneel**, **/prone**, or **/stand** to move between postures.

- **Special Attacks & Abilities:** You begin with at least one special ability or attack for use in ranged combat. To review your special combat moves and abilities, open the **Combat** tab in your Abilities screen (**CTRL+A** keys). You can use any special move by dragging it into your toolbar and clicking on the corresponding **Function** key (**F1-F12**) when in combat.

EARNING XP

• **Rifle, Carbine, and Pistol:** You can advance through three of the four disciplines in Marksman by defeating creatures or NPCs using the appropriate weapon type (pistol, rifle, or carbine). You earn pistol XP by equipping a blaster pistol and using it to kill creatures or enemy NPCs.

• **Combat:** The fourth discipline (Ranged Support) requires General Combat XP. Every time you defeat any NPC or creature, you will receive a small amount of General Combat XP, regardless of the weapon used.

EARNING CREDITS

Marksmen can earn credits by taking Destroy or Deliver missions (from Mission Terminals or NPCs) and by looting defeated enemies (choose Loot from the corpse's radial menu). Marksmen can also sell any looted items on the Bazaar (although looted items are less valuable than crafted items), or to NPC "junk dealers."

>MEDIC

Medics are healers who can help replenish the Health and Action pools of other characters. Vital to groups involved in combat, especially during battlefield clashes, Medics are sturdy and intelligent characters. They are certainly capable of holding their own in a fight, but they truly shine when patching up wounded allies.

Starting Skill: Novice Medic. Enables fledgling Medics to heal minor wounds, but also create medical supplies.

Elite Profession: Doctor

Hybrid Professions: Combat Medic, Bio-Engineer

IT DOESN'T MATTER HOW TOUGH OR SMART OR LUCKY YOU ARE. EVERYONE GETS BUSTED UP FROM TIME TO TIME. WHEN YOU'RE BLEEDIN' FROM THAT SLICE-HOUND BITE OR NURSING YOUR BLASTER BURNS, THE MEDIC IS YOUR ONLY FRIEND.

GETTING STARTED

- **Damage Healing:** When in combat, Medics can heal other players of temporary damage. Before you enter battle, open your Inventory (CTRL+I keys) and drag a stimpack into one of your toolbar slots. When in battle, target a damaged ally and hit the Function key (F1-F12) that corresponds to your stimpack to heal that character. Initially, you can only heal while in close proximity to another character.

You can heal yourself by targeting your own character (CTRL+1 keys) and hitting the stimpack's Function key (F1-F12).

- **Wound Healing:** In combat, characters often suffer long-term damage called "wounds." When in a hospital or campsite, Medics can use Action or Health wound kits to heal wounds. To heal a wounded character, first target that character, and then open your Inventory (CTRL+I keys) and click-and-hold on any wound kit until a radial menu appears. Choose Use on Target from the menu.

- **Medicine Crafting:** Medics can also make stimpacks and wound kits. You can review all the items that you can craft in your Datapad (CTRL+D keys). Each item requires specific resources, which you can acquire from the world or buy from other players.

Once you have enough resources to make something, start crafting an item by booting the crafting device in your Inventory (select Use from

the device's radial menu or assign it to a **Function** key (**F1–F12**) in your toolbar). When the crafting device opens, select the item you wish to build.

In the Assembly screen, double-click on a resource or drag-and-drop it into an open resource slot. When all resource slots are full, click on **Assemble** and follow the prompts to complete your item (see **Chapter 15: Crafting and the Bazaar**, page 150, for more on crafting).

EARNING XP

- **Medical:** Healing other player-characters is the Medic's primary means of earning XP. Every time you heal another character's damage or wounds, you will receive Medical XP.

- **Medical Crafting:** You earn XP whenever you use something you craft to heal another player-character.

EARNING CREDITS

Like Entertainers, Medics may find themselves reliant on other players for income. Players can easily pay you for healing by first targeting you, typing **/tip**, and then typing the tip amount. You can also take Delivery or Destroy missions from Mission Terminals (although Destroy missions will prove dangerous).

>SCOUT

The Scout is an explorer who is capable of locating valuable resources, moving over difficult terrain more quickly, and trapping creatures. Perhaps the most balanced and versatile of all the professions, Scouts are well suited to hit-and-run combat and long-distance treks.

Starting Skill: Novice Scout. Ensures that the Scout can build basic camps and extract organic resources (from slain creatures).

Elite Professions: Ranger, Creature Handler

Hybrid Professions: Squad Leader, Bio-Engineer, Bounty Hunter

<<<TRANSMISSION OVERRIDE: REROUTING TO NEW SIGNAL>>>

THE GALAXY IS FULL OF BIG, WILD WORLDS. SCOUTS HAVE A KNACK FOR FINDIN' THEIR WAY AROUND PLANETS AND AVOIDIN' TROUBLE. ME, I PREFER LIFE IN A GARAGE, BUT SCOUTS ARE ALWAYS ITCHIN' TO EXPLORE

<<<RESUMING NORMAL DATA TRANSMISSION>>>

GETTING STARTED

• **Extracting Resources:** Scouts can extract valuable resources from slain creatures. To use this ability, target a creature's corpse, click-and-hold the **MOUSE 1** button, and then choose **Extract Resources** from the Loot options on the corpse's radial menu.

• **Crafting:** You start with the ability to make a handful of useful Scout items, including a simple trap and a camp. You can review all the items you're capable of crafting in your Datapad (CTRL+D keys). Each item requires specific resources, which you can acquire from the world or buy from other players.

Once you have enough resources to make something, start crafting an item by hooting the crafting device in your inventory (select **Use** from the device's radial menu or put it into your toolbar). When the crafting device opens, select the item you wish to build.

In the Assembly screen, double-click on a resource or drag-and-drop it into an open resource slot. When all resource slots are full, click on **Assemble** and follow the prompts to complete your item (see **Chapter 15: Crafting and the Bazaar**, page 150, for more on crafting).

- **Trapping:** You can use a trap that you build by dragging it from your inventory (CTRL+I keys) and placing it in your toolbar. When you approach a creature, you can use the trap by hitting the corresponding Function key.

- **Camping:** You can use a camp kit to create a small campsite by selecting Use from the camp kit's radial menu. A camp is a small area that is relatively safe from creatures where players can heal one another.

EARNING XP

- **Scouting:** You will be awarded Scouting XP whenever you successfully extract resources from a creature's corpse. You will also earn some Scouting XP when you use special Scout abilities, which are unlocked as you advance through the Scout profession.

- **Trapping:** Trapping XP is gained whenever you use a trap on a creature.

- **Wilderness Survival:** A measure of your ability to survive out in the field, Wilderness Survival XP is gained by using camps. Every time you create a camp, the game will track how many people are in your camp and the duration that your camp is active. When you disband the camp, you will be awarded XP based on these factors.

EARNING CREDITS

Scouts are relatively self-sufficient. Except for weapons and armor, you can find whatever you need from the world around you. When you do need credits (for training, perhaps), you can earn money by selling harvested resources (especially food) on the Bazaar. To post an item for sale, select Use from the radial menu on any Bazaar Terminal in the world, and then click on the Sell an Item tab. You can post an item for auction or offer it as an instant sale with a predetermined price (see Chapter 15: Crafting and The Bazaar, page 160).

Like all other characters, Scouts can also take missions from the Mission Terminals, and are particularly well-suited for Delivery missions.

>HYBRID CHARACTERS

Although you have a choice of one of six Starting Professions during player-character creation, you can learn any of the starting Novice skills once you enter the world. Doing so will make you more versatile, and it's advised that all characters learn at least some basic combat skills (from the Marksman or Brawler trainers). Remember: You do not need to learn all skills in a profession, unless you are seeking the Master title.

You might try these combinations:

- **Marksman/Brawler:** You can start combat with a ranged weapon, and then switch to melee combat if your enemy gets close.

- **Scout/Medic/Entertainer:** This is a great combination for when you're part of a group. Not only will you be able to build camps, you will be able to heal your allies' wounds.

- **Marksman or Brawler/Artisan:** Adding Artisan to a combat profession could provide you with steady income and allow you to build your own armor and weapons.

- **Scout/Artisan:** This may be the most self-sufficient combo in the game. With both Scout and Artisan skills, you can collect virtually every type of resource and build nearly everything in the game. Throw in some combat skills for protection in the field.

>NAMING RULES

There are a few rules you should know when naming a character:

1) Every character in *Star Wars Galaxies* needs to have a unique name. If the name you want is already taken by someone else, it will be rejected.

2) Characters can't be named after anyone in the films, books, or comics. If you try to create a character named Lando Calrissian, or even variations such as Bob Calrissian or Lando Jones, the name will be rejected.

3) *Star Wars Galaxies* also has an obscenity filter that prevents the creation of any obscene or otherwise inappropriate names. Again, if you try to incorporate curse words or obscene terms, the name will be rejected.

4) Names can't include numbers, but they can include hyphens and/or apostrophes.

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The default control scheme for Star Wars Galaxies is meant to be easy to understand and accessible. However, it's also versatile to allow players to customize their own experience.

EXPLORIN' THE GALAXY IS REALLY AS SIMPLE AS TURNING YOUR HEAD IN ONE DIRECTION AND MOVING YOUR FEET. BUT YOU'D BE WISE TO KNOW YOUR SURROUNDINGS, GET FAMILIAR WITH NEARBY SETTLEMENTS, AND LEARN TO SPOT ANY DANGEROUS WILDLIFE BEFORE YOU WANDER TOO FAR INTO THE WILDERNESS.

>KEYBOARD

You can use the keyboard to do almost everything in the game. You can review the keyboard commands by hitting the **CTRL+O** keys, selecting Controls, and then clicking **Keymap**. You can reassign any command to virtually any key you want in the Controls menu.

>MOVEMENT

The **MOUSE 2** button moves your character forward, depending upon the direction the camera is facing. The default movement setting is run, but you can change this to walk in the Game Options menu. You can also walk by holding down the **SHIFT** key.

To set your character to autorun (run continuously without holding down the **MOUSE 2** button), strike the **NUMLOCK** key. Repeat to stop running.

BURST RUNNING

To escape enemies or cover more ground, you can temporarily increase your speed for a short time using the Burst Running special ability. Every character begins the game with Burst Running, which is placed in the fifth slot in your toolbar (default: F5 key). To use Burst Running, type /burstrun in your Chat input box, click on the Burst Run icon, or press the F5 key. Note this is also an extremely "expensive" special ability in that it drains hundreds of Action points from your Action pool every time you use it.

WHEN YOU STUMBLE ACROSS AN ANGRY GRAUL OR FIND YOURSELF OUTNUMBERED BY PIRATES, IT'S TIME TO TURN TAIL AND RUN. FLEEIN' AN UNWINNABLE FIGHT ISN'T PROUD, BUT I'D RATHER BE EMBARRASSED THAN DEAD

>THE HEADS UP DISPLAY (HUD)

The Quick Start Guide covers the basic Heads Up Display (HUD) elements, while this section identifies all the elements. The following callouts refer to the screenshot on the next page.

1. **HAM Bars:** Health, Action, and Mind attributes. These drain as you take damage.

1b. **Wound Indicator:** Reveals that your character is suffering from wounds to a given attribute. Wounds prevent a character's Primary Attributes (Health, Action, and Mind) from fully replenishing and require special healing. See Chapter 7: Combat, page 90, for more information on wounds.

2. **Posture:** Indicates whether you are standing, sitting, kneeling, or prone.

3. States Display: Any positive or negative states affecting your character are displayed here. A "state" is a special condition your character endures or enjoys for a short period of time, and can apply negative or positive modifiers to your attributes and combat abilities. If you are victim of a Blinding Attack in combat, your character will temporarily suffer from a "blinded" state, receiving penalties to hit in combat (see **Chapter 7: Combat**, page 90, for more on states).

4. Toolbar: A bank of shortcuts used to perform actions very quickly. See **Toolbar**, page 43, for more information.

5. Radar: See **Radar**, page 44, for more information.

6. Reticle: When in World mode, the reticle attaches to your cursor and can be moved around the screen. As you move your mouse over an object, the reticle will change color and shape depending upon how you can interact with that object. See **Reticle**, page 45, for more information.

7. Chat Window: This is where all chat and other important messages are displayed. You'll notice several tabs on the Chat window. These represent different Chat channels, which function similarly to Chat rooms. Chat channels are covered in more detail in **Chapter 6: The Chat System, page 78.**

8. Chat Input: Type here to make your character "say" anything.

9. Data Screen Icons: Each of these icons corresponds to a separate data screen that remains hidden until you need it. See the next page for a closer view of these icons.

To access a data screen, enter Data mode by hitting the **ALT** key on the keyboard, and then left-click on the icon of whichever data screen you want to access. Each data screen can also be opened and closed while in World mode by using keyboard shortcuts, listed on the following page. Each data screen is described in more detail in **Chapter 4: Data Screens, page 50.**

9a. **Map:** Opens a planetary map that shows cities and other important locations (CTRL+V keys).

9b. **Inventory:** Allows you to examine or equip and unequip items, including weapons and clothing (CTRL+I keys).

9c. **Datapad:** Stores specific types of data, including navigational aides, called waypoints, and schematics useful for building equipment and items in the game (CTRL+D keys).

9d. **Character Sheet:** Provides all pertinent information about your character, including current attributes and your standing with the Empire and Rebel Alliance (CTRL+C keys).

9e. **Skills:** Review your Skills, All Skills, and Skill Requirements (CTRL+S keys).

9f. **E-Mail:** Allows you to send persistent messages ("mail") to other players or receive persistent messages from other players (CTRL+E keys).

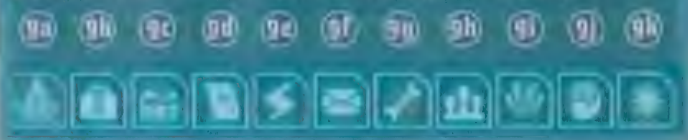
9g. **Options:** Access graphics, controls and other settings (CTRL+O keys).

9h. **Community ("People"):** Provides tools to find other players online (CTRL+P keys).

9i. **Abilities & Commands:** Access your character's special moves, as well as general actions anyone can use. While in Data mode, you can use the mouse to drag any action or ability from the Abilities screen into your toolbar to assign it to a Function key (F1–F12) (CTRL+A keys).

9j. **Holocron:** Puts you in touch with the Star Wars Galaxies in-game help system (CTRL+H keys).

9k. **Game Menu:** Allows you to quit the game (SHIFT+ESC keys).



>CUSTOMIZING THE USER INTERFACE (UI)

Virtually every HUD and User Interface (UI) element in the game can be resized and moved. To customize the UI, switch to Data mode (by hitting the ALT key), and then simply move your mouse over any window. The cursor will transform indicating that you can move or resize the element.

1. Move Window: Press and hold the **MOUSE 1** button, and then move the window wherever you want. Release the mouse button when you're finished.

2. Resize: Press and hold the **MOUSE 1** button, and then move the mouse to make the window bigger or smaller. You can expand windows horizontally, vertically, or diagonally, depending upon where you place your mouse.

TOOLBAR

The toolbar is meant to be an easy method for performing virtually any action quickly and efficiently. Each box on the toolbar corresponds to one of your **Function** keys (**F1-F12**). You can click on virtually any icon, action or piece of equipment, and then drag it into the toolbar to assign it to a **Function** key. Cycle between toolbar banks using the toolbar arrows or the **CTRL+`** keys.

You have access to 6 toolbars (numbered 0-5). You can drag the edges of the toolbar game to expand the toolbar to two rows. The second row can be utilized by hitting the **SHIFT** key and the corresponding **Function** key.

RADAR

Your radar shows you a mini-map of the terrain around you. You can zoom your radar in and out to give you a better perspective. The radar also reveals other characters and objects in the environment.

<<<TRANSMISSION OVERRIDE: REROUTING TO NEW SIGNAL>>>

YOUR RADAR IS ONE OF YOUR MOST USEFUL GADGETS. DON'T FORGET TO GLANCE AT IT BEFORE HEADING INTO AN UNEXPLORED AREA OR WHEN YOU'RE GETTIN' READY FOR A FIGHT.

<<<RESUMING NORMAL DATA TRANSMISSION>>>

1. North Direction Indicator
   Mission Waypoints: Orange Arrows.
   Generic Waypoint: Blue arrows.
2. Current Target: Brackets around target.
3. Enemies: Red dots. In general, larger dots represent more powerful enemies.

4. **Group Members:** Green dots.
5. **Group Leader:** Magenta dots.
   Corpses: White "X"s.
6. **Other Players:** Light Blue dots.
7. **Current Coordinates**
8. **Current Radar Range:** Indicates how far the radar is zoomed in.
9a. **Zoom In:** Only in Data mode.
9b. **Zoom Out:** Only in Data mode.
10. **NPC:** White dots

Other objects, like lairs, crafting stations, and buildings, appear on the radar as squares.

RETICLE

The reticle is yet another information-delivery device. Holding the reticle over any object in the world will reveal that object's name. In addition, the reticle will change color and shape depending upon how you can interact with an object.

The default reticle. If the reticle remains green when you place it over an object, you can't interact with that object, but you may be able to examine it.

Reveals you can "use" an object or item. Double-click to begin using the object or item.

Indicates that you can attack the object (usually a creature or enemy character). Double-click on object to attack.

Appears over any item you can equip, including armor and weapons. Double-click item to equip.

Default action is Examine.

Allows you to loot items from a fallen foe.

Enables you to eat an item.

DEFAULT ACTIONS

You can interact with objects using default actions or a radial menu. Nearly every object has a default action. To use the default action, double-click on the object. Default actions for some common objects are:

- Enemy Non-Player Character (NPC) or Creature: Attack
- Other Player-Character: Trade
- Non-Enemy NPCs: Start Conversation
- Chairs, Couches, and the like: Sit
- Data Terminals (Mission Terminals, Bazaar Terminals): Use

RADIAL MENUS

Radial menus give you more options for interacting with an object. To produce a radial menu, press and hold the **MOUSE 1** button on an object until it appears. As long as the **MOUSE 1** button is depressed, you can move your mouse over any option. Release the button to activate a highlighted option. If you don't want to choose any of the available options, move your mouse away from the radial menu and release.

Each type of object has its own radial menu with different options. In some cases, the options that appear will be influenced by your skills and even by the person who owns the object.

TALKING TO NPCS

Although *Star Wars* Galaxies will be populated by thousands of other live players, there will also be hundreds of computer-controlled characters (known as non-player characters, or NPCs). In

the game world as well. You'll often need to talk to these NPCs to gain missions, training, or information.

To start a conversation, place your reticle over the NPC, and then click and hold the **MOUSE 1** button until a radial menu appears. If the NPC is willing to talk to you, **Converse** will appear on the radial menu. Once you begin a conversation, the NPC's dialogue will be on the left side of the character, with a list of possible responses on the right. Click on one of the responses to continue the conversation.

You will not lose control of your character while conversing. You can move freely, continue to chat with other players, and look around while talking to an NPC. The conversation will automatically end if you wander away or do not answer the NPC after an extended period of time. You can only talk to one NPC at a time, and these conversations are not private.

The information, dialogue options, and missions you receive from an NPC will depend upon your responses, as well as who you are. Some NPCs will only offer you work after you have established yourself in the game or performed favors for their friends. If you're a Rebel soldier, don't expect a stormtrooper to be forthcoming.

<<<TRANSMISSION OVERRIDE: REROUTING TO NEW SIGNAL>>>

IN THE LEARNED ARTICLES FROM DEALING WITH THE SCUM OF THE GALAXY, IT'S THAT EVERYONE WANTS SOMETHIN', FROM THAT LITTLE BAT-FACED DRUNK IN THE CORNER TO THE CRAZY OLD HERMIT IN THE DESERT TO THE HIGH-STAKES GAMBLER. BUT YOU CAN'T FIND OUT WHAT PEOPLE WANT OR NEED UNLESS YOU TALK TO 'EM, SO DON'T BE AFRAID TO START UP CONVERSATIONS WITH EVERYONE YOU SEE

<<<RESUMING NORMAL DATA TRANSMISSION>>>

KEYBOARD AND
NORMAL KEYPRESS
CONTROL-KEYPRESS
SHIFT-KEYPRESS
ESC
CANCEL TARGET
F1
HOTKEY JUMP TO TOOLBAR
F2
HOTKEY JUMP TO TOOLBAR
F3
HOTKEY JUMP TO TOOLBAR
F4
HOTKEY JUMP TO TOOLBAR
HOTKEY TOOLBAR
HOTKEY TOOLBAR
HOTKEY TOOLBAR
RADIAL MENU/ CYCLE TOOLBAR
1
TARGET SELF
2
TARGET GROUP
3
TARGET GROUP
4
TARGET GROUP
5
TARGET GROUP
TARGET GROUP
TARGET GROUP
TARGET GROUP
TAB
CYCLE ENEMIES
CYCLE TOOLBAR
Q
CYCLE FRIENDS
E
EMAIL
R
REPLY
I
INVEN-TORY
A
ACTIONS
S
SKILLS
H
HOLOCRON
C
CHAR-ACTER SHEET
P
PLAN-ETARY MAP
D
DISMISS BUBBLES
N
TOGGLE NAMES
M
OVERLAY MAP
TYPE TO TALK in default, HOTKEYLOCK in default, CHASE CAM LOCK defaults Off
DEFAULT USE
SELECT
Mousewheel Scroll
ZOOM CAMERA/ ZOOM MINIMAP

F8 HOTKEY JUMP TO TOOLBAR
F9 HOTKEY JUMP TO TOOLBAR
F10 HOTKEY JUMP TO TOOLBAR
F11 HOTKEY JUMP TO TOOLBAR
F12 HOTKEY JUMP TO TOOLBAR
Print SCREEN SHOT
TARGET GROUP
TARGET GROUP
TARGET GROUP
TARGET GROUP
Backspace CLEAR QUEUE BACKSPACE
Insert
Home
Page Up
OPTIONS
COMM-UNITY
Page Dn CHAT PAGE DOWN
TOGGLE LIGHT
Return COLLAPSE CHAT
CHAT BAR HISTORY
CHANGE FONT SIZE
CHANGE FONT SIZE
Left STRAFE LEFT
Down BACK-WARD
Right STRAFE RIGHT
CHAT BAR LEFT
CHAT BAR HISTORY
CHAT BAR RIGHT
FORWARD
Num Lock AUTORUN
ZOOM RADAR
ZOOM RADAR
ZOOM CAMERA ZOOM MINIMAP
ZOOM CAMERA ZOOM MINIMAP
FREE CAM TOGGLE
Note: Refer to Keyboard options by pressing the CTRL+O(GOLD)keys

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The Data Icons are small, but each data screen contains a huge amount of information and dozens of features.

>INVENTORY (CTRL+I keys)

The Inventory displays all of the items you are currently carrying and your money.

- **Examine**, **Destroy**, **Equip**, or **Use** an item by selecting the appropriate command from the object's radial menu.
- Cycle between viewing your items as icons or viewing a list with pertinent information about your items by clicking the **Change View** button.
- Drag any object into your toolbar to assign it to a **Function** key (or hotkey); this is especially useful for medical supplies.

- Display or hide your character by clicking on this icon.
- Click and drag your character to rotate the character model, zoom in and out, or reset the character to its original position.
- The bar at the bottom of your Inventory is your "carrying capacity." When this bar is full, you can no longer add any items to your Inventory.

Some Inventory items are "containers" that allow you to store and organize your items, as well as create more room in your Inventory. To put items into your container, move the cursor on top of the item, and then press and hold the **MOUSE 1** button. Drag the object over the container and release the button. You can open a container by double-clicking on it; your Items screen will switch to display the objects in your container. To close the container, click on the triangular icon near the image of the container.

BANKING AND CREDITS

Credits are the currency of *Star Wars Galaxies*. You can carry credits on your character ("hard credits") and/or store them in a bank ("soft credits"). When you loot the corpse of an enemy, any hard credits that enemy was carrying will be automatically transferred to your inventory. When you complete a mission, however, the soft credit reward will be automatically transferred to your bank account. You can see the number of credits you have at any given time by looking at the bottom of your inventory screen.

You can deposit hard credits into your bank account at any Banking Terminal. This prevents you from losing these credits if you should die in the wild. To access your credits, choose the Deposit or Withdraw options from a terminal's radial menu.

Almost all vendors will accept soft credits, taking them directly from your bank account. The Bazaar works in the same way– when you buy an item from the Bazaar, the cost is automatically deducted from your account. Hard credits are useful for deals with a small number of NPCs. They are also the only method for trading currency or paying other players for items while in the field.

...TRANSMISSION INTERRUPT. REVERTING TO NEW SIGNAL...

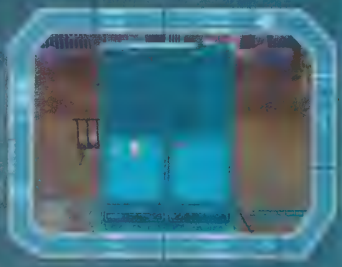
EVER WONDER HOW CORELLIAN PRETS DON'T HAVE POCKETS? 'CAUSE NO CORELLIAN IS DUMB ENOUGH TO CARRY HARD CREDITS AROUND. SINCE YOU FIND A FISTFUL OF CREDITS, DROP THEM INTO THE GALACTIC BANK SO YOU DON'T RUN THE RISK OF LOSIN' AN HARD-EARNED MONEY.

...RESUMING NORMAL DATA TRANSMISSION...

SECURE TRADE

You can trade items with other players at any time. You can initiate a trade by:

- Dragging an item that you wish to trade onto the other player.
- Double-clicking on another player who is neutral or a member of the same faction as your character.
- Selecting **Start Trading** from the radial menu attached to that player (to access the radial menu, double-click on the other character or place your cursor on the other character, and then press and hold the **MOUSE 1** button).



Once you initiate a trade, the other player will receive a message indicating that you wish to trade. If the other player accepts the offer, a Trading window will appear.

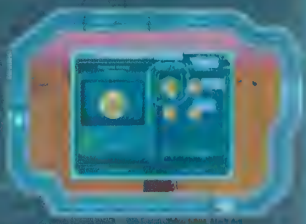
You can trade both items and credits through the Trading window. To trade an item, drag the item from your inventory into your side of the window. To offer credits, type an amount into the Offer Money bar. When you are ready to finish the trade, click on the **Accept** check box. Both players must click this check box and choose **Okay** from the next window to close the deal and trade the items.

ITEM DECAY AND MAINTENANCE

All items in *Star Wars Galaxies* have a decay rate. How fast they decay depends on a number of factors, including how well the items were crafted, how often they are used, and the skill of the character using the item, among others. The state of the item can be seen by its Condition rating. Open your inventory, select an item, and then select the **Examine** option on the radial menu. The item's Condition rating should be shown as a fraction. As an item decays, the first number of the fraction will

decrease. When that number reaches zero, the item will be destroyed. Artisans and other crafters can perform maintenance on items to help prevent them from decaying. This requires the crafter have the proper repair tool. For example, to repair a blaster pistol, a crafter must have enough skill in weapons crafting and a weapon repair tool. Some maintenance may also require additional resources.

>DATAPAD (CTRL+D keys)



The Datapad is a used for storing data, including waypoints, mission details, and schematics.

WAYPOINTS AND MISSION DETAILS

Waypoints are navigational aids. Whenever you receive a mission, a waypoint is stored in your Datapad. In addition, the full details of a given mission, including any targets, are stored in the Datapad.

- You can activate and deactivate a mission's waypoint by double-clicking on the Mission Icon (or choosing **Details** from the radial menu) and selecting **Activate Waypoint** or **Deactivate Waypoint**. The waypoint will appear as an orange arrow on your radar; when you near the mission objective, the waypoint will appear as a column of light in the world.
- You can create a new waypoint wherever you're standing by clicking the **New Waypoint** button.
- You can name a waypoint you've created by choosing **Set Name** from the waypoint's radial menu.
- Clicking the **Change View** button displays the waypoints as icons.

You can only store a limited number of waypoints. The percentage listed in the Waypoint window increases as you add waypoints; when the meter reads 100 percent, you've reached your limit and must destroy a waypoint before creating a new one.

...TRANSMISSION OVERRIDE: RESUMING TO NEW SIGNAL...

YOU MIGHT THINK THAT YOU HAVE THE DIRECTION SENSE OF A HOMING DROID, BUT IT'S EASY TO GET LOST OUT IN THE WILD AND HEROES WHO GET LOST TEND TO GET EATEN. OR WORSE. USE WAYPOINTS TO LEAD YOU BACK TO KEY SITES LIKE OUTPOSTS, CITIES OR YOUR GUILD HALL. IF YOU FORGET TO CREATE WAYPOINTS AND FIND YOURSELF TAKIN' A MUD NAP ON TALUS, I DON'T WANT TO HEAR ABOUT IT...

<<<RESUMING NORMAL DATA TRANSMISSION>>>

SCHEMATICS

Schematics are used to craft objects. See Chapter 15: Crafting and the Bazaar, page 160, for details on how to use schematics.

>CHARACTER SHEET (CTRL+C keys)

The Character Sheet lists all of the vital information about your character, including your attributes and wounds. The Character Sheet is divided into two pages: Status and Personal.

STATUS

The Status page contains the following information:

1. Character Name

2. Battle Fatigue (see Chapter 7: Combat, page 90).

3. Food & Drink: While you do not need to eat or drink in the game, you can temporarily increase your attributes by consuming certain items. These bars represent your "stomach" or your capacity for eating or drinking.

4. **Faction Standing:** Shows your current standing with both the Empire and Rebel Alliance. You gain faction standing by completing missions for either group and fighting on battlefields.

5. **Attributes** (see **Chapter 2: Player-Character Creation**, page 12, for a description of each attribute).

6. **Stat Migration:** This is a useful tool for changing your attributes over time. If you decide that you want to increase your Mind attribute, you can adjust it through the Stat Migration window. However, you are working with a fixed pool of points: if you want to increase one attribute, you need to decrease another an equal amount. Stat migration doesn't occur instantly.

PERSONAL

The Personal page displays interesting information about your character.

1. **Badges:** You earn badges over time through adventuring.

2. **Bio:** You can fill in your bio by clicking on the window and typing whatever you want. A bio could tell your character's "backstory" or even talk about you as a player.

EVERYBODY HAS A STORY. THAT UNASSUMING MOISTURE FARMER MIGHT BE A FAMOUS WAR HERO, AND THE UGLY AQUALISH COULD HAVE THE DEATH SENTENCE IN TWELVE SYSTEMS. EVERYONE COMES FROM SOMEWHERE, EVERYONE HAS A PAST, EVEN THOSE WHO ARE TRYING TO ESCAPE IT. EVEN DROIDS HAVE STORIES... DON'T BE AFRAID TO STORE YOUR OWN HISTORY IN YOUR DATAPAD; WITH THE IMPERIAL SECURITY BUREAU SLICING EVERY COMM CHANNEL, THERE AIN'T NO SECRETS ANYMORE ANYWAY....

>SKILLS (CTRL+S keys)

The Skills screen offers information about the skills you already have, along with a full rundown on all the skills available in the game so you can begin to plan your character's growth. Perhaps most importantly, the Skills screen lists all of your current XP, which is the "currency" of the skills system (see **Chapter 5: Skills and Professions**, page 68, for a description of XP).

The My Character page lists your current professions and their associated skills. Highlighting any profession or skill will provide a description of it. Skills you currently possess are in green. You should read the descriptions of the skills you haven't yet learned to discover how much XP it will cost to earn them, as well as what new abilities and skill modifications you would earn along with that skill.

Beneath your list of professions is a catalog of all your XP and skill modifiers. Every time you use a skill, you gain some amount of the appropriate XP (Pistol XP for killing a womp rat with a blaster pistol; Rifle XP for taking down a stormtrooper with your trusty rifle). In addition, many skills give you modifiers for specific actions, like trying to hit an enemy with a given weapon. The modifiers you currently utilize are all listed here.

The All Professions page works in the same manner as the My Character page, except that it lists all of the professions.

>E-MAIL (CTRL+E keys)

Star Wars Galaxies includes an e-mail system that allows players to send one another persistent messages. You can send e-mail to players who aren't online, which remain in a player's E-Mail screen until deleted.

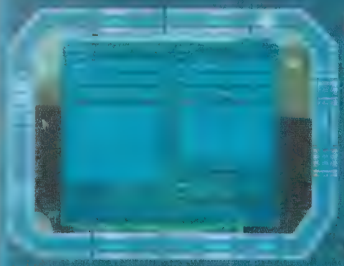
- The E-Mail icon will flash whenever you have new mail.
- To read an e-mail, click on it. The text will appear near the bottom of the E-Mail screen.
- Click **New** to create a new e-mail message.
- In the **To** field, enter the first name of the character you wish to send an e-mail. You only need to enter in a character's first name.
- Send the same message to multiple players by putting a semicolon (;) between each name in the **To** field.
- Send attachments, including waypoints, by dragging and dropping an icon into the **Attachment** field.
- **Reply** will generate an e-mail addressed to the sender of the e-mail you currently have highlighted.
- **Delete** will permanently remove the highlighted e-mail.

>OPTIONS (CTRL+O keys)

See Chapter 1: Installation and Setup, page 4, for information on the options displayed here.

>COMMUNITY ("PEOPLE") (CTRL+P keys)

The Community screen provides tools for finding friends online.

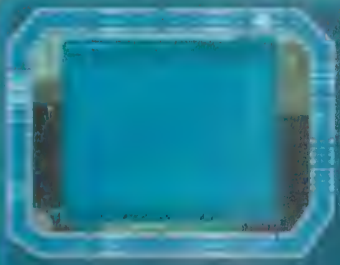


PERSONAL

This is the first of two screens devoted to an in-game matchmaking service. To take advantage of the matchmaker, use the Personal page to establish some traits that describe you. Select a category using the first drop-down menu, and then a specific trait using the second drop-down menu. Highlight your selection and click on the **Add Item** button. Once you've established your own profile, use the same process to define the traits you're looking for in other players.

When you're near a player with several of the traits you have listed in the My Preference section, you'll receive a notification that includes the player's name. You can now contact that player.

- **Remove Item** will delete the highlighted trait.
- **Reset** will delete all the items in a list.
- When checked, the **Make My Profile Searchable** box will allow other players to find you using the matchmaker.
- The Sensitivity bar determines how accurately another player must 'match' the qualities you've selected for your desired online friends. If you set this to 100, a player will need to have every trait you've selected in the My Preference section.
- By default, the matchmaker searches for potential matches every ten minutes. You can change the search frequency using the drop-down menu beneath the Sensitivity bar.



MATCH HISTORY

The second matchmaking screen displays a list of players that match your preferences. The Time column lists the time at which the match was made.

CHARACTER

Here you define which information other players can see about your character. Information you provide here will be accessed by the search function. Some fields—like your species—are automatically generated.

- **Title:** Use the dropdown menu to select a title that you would like to show other players. If you have more than one title (perhaps Master Marksman and Master Bounty Hunter), you must pick one of these as your primary title. When forming groups, players will often search for other players based on title.
- **Badges:** These are special rewards that you earn while adventuring. The Badges window keeps a running tally of all the badges you've earned.
- **Looking for Group (LFG):** Check this box if you would like to join a group; when players use the search function, they will often search for other players who are "lfg."
- **Newbie Helper:** Checking this identifies you as someone who is willing to help new players when they enter the game.
- **Role-Player:** Checking here indicates that you enjoy getting into character and actually pretending to be your avatar. You'll find many "role-players" in *Star Wars Galaxies*.

THE GUNGANS CALL ANY NEWCOMERS TO THEIR SWAMPS "NEWBIES". THE GUNGAN WORD HAS SPREAD ACROSS THE GALAXY, AND NOW DESCRIBES ANYONE WHO IS NEW TO AN AREA OR EVEN A JOB – A "NEWBIE" COULD BE SOMEONE WHO DOESN'T KNOW THE LOCAL CUSTOMS YET, IS STILL LEARNING THE LAY OF THE LAND, OR HAS JUST STARTED BUILDING BLASTERS FOR THE FIRST TIME.

THE MOMENT YOU STEPPED OFF THE SHUTTLE, YOU WERE A "NEWBIE."

FOR NOW, YOU'VE GOT YOUR GUARDIAN SHUG TO POINT YOU IN THE RIGHT DIRECTION. BUT EVEN I DON'T KNOW EVERYTHING. THERE ARE GONNA BE TIMES WHEN YOU HAVE A QUESTION THAT I HAVEN'T ALREADY ANSWERED OR YOU JUST NEED THE HELP OF SOMEONE A LITTLE MORE EXPERIENCED. FORTUNATELY FOR BOTH OF US, THERE ARE OTHER HEROES WHO ACTUALLY ENJOY HELPING CONFUSED AND FRIGHTENED YOUNG ADVENTURERS. TO FIND ONE OF THESE DO-GOODERS, JUST TYPE **/WHO HELPER**.

IF ANY NEWBIE HELPERS ARE NEARBY, A LIST OF NAMES WILL APPEAR IN YOUR CHAT WINDOW.

<<<RESUMING NORMAL DATA TRANSMISSION>>>

SEARCH

The second screen related to the search function, the actual Search page, allows you to find specific types of players in your area.

- To use the search function, simply select any desired options from the drop down menus and/or check any of the checkboxes, then click on Search.

- The search function will only identify characters who meet all of your criteria; if you're just looking for a Medic and don't care about his or her faction standing, species, or anything else, use the Profession drop-down menu and select Medic.

/WHO COMMANDS

You can search for other players by using the search function in your Community screen, or by using /who commands in the Chat input bar.

/who [player character's first name]: Lists a specific player-character (Ex. /who Itossk finds the character Itossk, if he is online).

/who [part of a name]: Lists any player-characters that share the portion of the name. (Ex. /who ossk would find Itossk, Ibossk, Ossk1, and anyone else with "ossk" anywhere in their names).

/who [species name]: Lists all player-characters of the specified species in the area (Ex. /who Trandoshan or /who Bothan).

/who lfg: Lists anyone looking to join a group. You can set yourself to "lfg" by typing /lfg.

/who helper: Lists everyone who has identified themselves as a "newbie helper." You can identify yourself as a newbie helper by typing /who helper.

/who [profession]: Lists all members of the given profession in the area.

FRIENDS

Your Friends list lets you keep track of any friends you make in the game.

- To add a character to your Friends list, type that character's first name in the field at the bottom of the Friends screen, then click **Add**. Alternately, type **/friend [character's first name]** in your Chat input bar.

- Select a friend on your list by clicking on his or her name. **Select All** highlights everyone on your list.
- **Mail** generates an e-mail for your selected friend(s).
- **Remove** deletes the character from your Friends list.

IGNORE

Star Wars Galaxies allows you to block chat messages from other players who might annoy you. If you want to stop receiving chat messages from a particular player, you should add them to your Ignore list.

- To add a character to your Ignore list, type that character's first name in the field at the bottom of the Ignore screen, then click **Add**. You can also type **/ignore [character's first name]** in your Chat input bar.
- Remove a character from your Ignore list by clicking on the character's name, and then clicking **Remove**.

>ABILITIES AND COMMANDS (CTRL+A keys)

The Abilities screen not only lists all of your current special abilities, but also allows you to easily assign virtually any in-game command to your toolbar and create your own string of actions (called macros).

- You can assign anything listed in the Command browser to your toolbar by clicking on the icon and dragging it into a toolbar slot while holding down either mouse buttons.

COMBAT

Lists all of your combat abilities. Marksmen and Brawlers begin the game with combat abilities, and others are gained quickly as you progress through the various combat-related professions.

MOODS AND SOCIALS TAB

The **Moods** tab gives you access to moods that you can set for your character, while the **Socials** tab lists all of the game's emotes, or special communication gestures (see **Chapter 6: The Chat System**, page 78, for more on both moods and socials).

MACRO

In the **Macro** tab, you can create macros, or combinations of commands you define yourself. You might decide that, during combat, you always want to follow a Leg Shot with a Headshot; you can turn this into one simple command using the macro feature.

To create a macro, click on **New Macro**. You can name the macro and pick an icon for it. To actually string together commands, type these commands in the Macro window, separated by a semicolon (;). If you want to cheer, deliver a Headshot, and then say, "May the Force be with you!", type: /cheer; /headshot; May the Force be with you!

OTHER

Covers several dozen additional helpful commands, including Burst Running, posture changes, and chat functions.

>HOLOCRON (GAME HELP) (CTRL+H keys)

Although we will strive to keep Star Wars Galaxies a bug-free environment, online games can be unpredictable, and we can't possibly control the actions of every player. If you run into problems while playing the game, either as a result of a possible bug or the actions of another player, you can use the Holocron for help.

KNOWLEDGE BASE

The Knowledge Base should actually be your first stop whenever you have a problem. You can search for information about common problems by typing a keyword that best describes your issue. Please note that the Knowledge Base will evolve as the game grows.

If you have exhausted the Knowledge Base and are still experiencing a problem, you can use the game help to send a message to customer service. Click the **Services** button in the Holocron to access the Knowledge Base, and then select **New Ticket**.

>GAME MENU (SHIFT+ESC keys)

The Game Menu allows you to Exit the game and return to the desktop.

STARTING UP | POWER CYCLE IN PROGRESS | DO NOT DISCONNECT

>

<<CONFIGURING INTERSTELLAR DATA INTERFACE>>

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Experience Points (XP) 70
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The character you define during character creation is only a starting point for your online persona. As you advance through the game, your character will evolve, gaining new skills, abilities, and even entire professions over time. You are free to choose exactly how your character grows and changes, deciding whether you want to specialize in a small set of related skills or to expand and diversify.

The skill system in *Star Wars Galaxies* involves four components: experience points (XP), skills, titles, and professions.

>EXPERIENCE POINTS (XP)

In *Star Wars Galaxies*, your character can advance by earning experience points (XP). There are actually several different types of XP in the game, each related to specific in-game activities. You earn Pistol XP for using your blaster to kill enemies, while you earn Unarmed Combat XP for defeating enemies with your bare hands and feet. Nearly everything you do earns you some form of XP. You can see what types of XP you have earned by reviewing your XP in your Skills screen (CTRL+S keys).

Experience points are the core component of the skill system. You can visit skill trainers (usually located in the Training Halls in all major cities), and "spend" XP to learn new skills.

XP TYPES

Many XP types are self-explanatory, named after specific types of activities or a profession. Methods for earning different XP are described under descriptions of specific professions elsewhere in this manual.

>SKILLS

Skills improve your character. Some skills will give you bonuses when using specific weapons or equipment; other skills will give you new abilities. Every skill has an XP cost associated with it; you must have enough of the appropriate XP before you can learn that skill. You can review your current skills in your Skills screen (CTRL+S keys). This screen

arranges your skills by profession, and includes both skills you currently possess and those that you can learn as part of your current professions.

In the All Professions tab, you can highlight any of the skills to see the type and amount of XP the skill will require. Aside from an XP cost, many skills often require a prerequisite skill. You can't gain Advanced Blaster Pistol without first learning Intermediate Blaster Pistol. See Professions, page 72, for a description of how skills are organized.

>SKILL TRAINERS

To learn a skill, your character must train with a suitable teacher. Throughout the galaxy, you'll find numerous NPCs called "trainers," each associated with a given profession. A Marksman trainer can teach you all skills related to the Marksman profession. Trainers for all Starting Professions are found in virtually every major city. Use the radial menu to converse with an NPC to learn what skills he or she can teach you.

>APPRENTICESHIP

Star Wars Galaxies also offers players the opportunity to teach one another certain skills. In fact, the concept of apprenticeship is key for advancement in some professions.

Some skills require Apprenticeship XP. To take an apprentice, group with another character. You can then teach that character specific skills that you possess. The other character needs to have any prerequisites, including XP, for the skill you want to teach.

Becoming another player's apprentice has several advantages. First, you can learn any skills that another player possesses without seeking out an NPC skill trainer (thus allowing you to train in the field). Second, NPCs will nearly always charge for training, but you aren't automatically charged credits when you learn a skill from another player.

>TITLES

Occasionally, you'll gain enough skills and XP to be eligible for a title. You'll also receive titles when you gain new professions. Titles range from Novice Marksman to Master Commando. A title generally confers several bonuses, but the XP cost and skill prerequisites can be steep. Titles are indicators to your character's abilities, and they may also give you access to Elite or Hybrid Professions.

>PROFESSIONS

"Profession" is the term for a collection of skills and titles. Every profession, regardless of type, has the same general layout.

To gain a skill, you need to have the skills below it.

Each column in a profession is called a "discipline." You are not forced to learn all four disciplines in a given profession. In fact, you will probably want to mix and match disciplines, allowing you to focus on what interests you most. If you ascend to the top of a discipline, you may gain access to an Elite Profession or a new title.

You will need to learn all four disciplines in order to attain a Master title.

During character creation, you select a single Starting Profession. Once in the game, you can gain the basic "novice title" and attendant skills for any other Starting Profession by visiting the right trainer (the Brawler trainer to gain Novice Brawler, for example) and paying a credit fee.

ELITE PROFESSIONS

Elite Professions represent focused training. A Marksman can concentrate on using pistols, rifles, or carbines, while a Brawler can become proficient with unarmed combat or a number of melee weapons. Most Elite Professions can only be accessed after you climb to the top of one or more disciplines in a related profession. For example, you can gain access to the Rifleman profession and qualify for the Novice Rifleman skill after you achieve the Rifle Specialist skill box in the Rifle discipline of the Marksman profession.

You can learn more about the Elite Professions by viewing them in the Skills screen (CTRL+S keys). To "unlock" any of the Elite Professions, you must gain a specific title (or titles), earn enough of the appropriate XP, and visit the proper skill trainer. The title requirements are listed below:

Architect: Allows construction of houses and other buildings.
Requirement: Engineering IV: Complex Systems (Artisan)

Armorsmith: Crafter specializing in armors.
Requirement: Engineering IV: Complex Systems (Artisan)

Carbineer: Marksman specializing in carbines (hard projectile weapons).
Requirement: Carbine Specialist (Marksman)

Chef: Crafter who can manufacture a wide range of foods.
Requirement: Domestic Arts IV: Clothing Repair (Artisan)

Creature Handler: Scout trained in taming and controlling animals.
Requirements: Exploration IV: Alien Environment Training and Hunting IV: Unconventional Methodology (Scout)

Dancer: Entertainer with increased healing abilities through dancing.
Requirement: Master Dancing (Entertainer)

Doctor: A skilled surgeon with the ability to make medicines.
Requirement: Master Medic (Medic)

Droid Engineer: An engineer who builds droids.
Requirement: Engineering IV: Complex Systems (Artisan)

Fencer: Brawler trained in all manner of one-handed melee weapons.
Requirement: Master One-Hand Sword Specialization (Brawler)

Image Designer: A character capable of changing nearly anything about another character's appearance.
Requirement: Hairstyling Specialist (Entertainer)

Musician: Gains healing through music and access to more songs and instruments.
Requirement: Master Musicianship (Entertainer)

Pikeman: Brawler trained to use all types of Polearms.
Requirement: Master Polearm Specialization (Brawler)

Pistoleer: Marksman skilled at using blaster pistols and other small firearms.
Requirement: Pistol Specialist (Marksman)

Ranger: Adventurer well-suited to travel, tracking, and defending others in combat.
Requirement: Master Scout (Scout)

Rifleman: Marksman who is skilled using blaster rifles and other large firearms.
Requirement: Rifle Specialist (Marksman)

Swordsman: Brawler trained to handle various two-handed melee weapons.
Requirement: Master Two-Handed Sword Specialization (Brawler)

Tailor: Crafter specialized in creating all types of clothing.
Requirement: Domestic Arts IV: Clothing Repair (Artisan)

Teräs Käsi Artist: A master of unarmed combat.

Requirement: Master Unarmed Specialization (Brawler)

Weaponsmith: Artisan who has become a skilled weapons maker.
Requirement: Engineering IV: Complex Systems (Artisan)

HYBRID PROFESSIONS

While Elite Professions indicate specialized training in focused areas, Hybrid Professions provide a broader base of skills. Because they are complicated career paths, Hybrid Professions often require some degree of proficiency in two other related professions, and may call for Master titles.

Bio-Engineer: Excels at producing and harvesting organic resources.
Requirements: Organic Chemistry IV (Medic) & Hunting IV: Unconventional Methodology (Scout)

Bounty Hunter: A mercenary who earns his living by hunting down "criminals."
Requirements: Master Marksman (Marksman) & Master Scout (Scout)

Combat Medic: A healer who also has some field training to increase his odds of survival in battle.
Requirements: Ranged Support Specialist (Marksman) & Master Medic (Medic)

Commando: A hardened soldier trained to use and craft heavy weapons.
Requirements: Master Marksman (Marksman), Unarmed Specialist (Brawler) & Engineering Specialist (Artisan)

Smuggler: An adventurer able to sell contraband and collect spice.
Requirements: Pistol Specialists (Marksman), Business IV: Business Diversity (Artisan), Unarmed Specialist (Brawler) & Engineering Specialist (Artisan)

Squad Leader: A soldier whose very presence in a group provides benefits to all group members.
Requirements: Ranged Weapons Support Ability Specialist (Marksman) & Survival IV: Special Techniques (Scout)

>LEARNING CAPACITY

Every character has the same learning capacity, which is basically a representation of the number of skills you can have at any one time. Your Learning Capacity bar, which can be reviewed in your Skills screen (**CTRL+S** keys), fills up as you gain skills. When the bar is completely full, you can no longer learn new skills.

Different skills have a different learning capacity "cost," but all characters can gain complete mastery in three full professions and dabble in a fourth. However, you don't need to adhere strictly to the professions or learn each discipline in your chosen professions. In fact, the most successful players will likely create unique characters by learning a number of disciplines from several different professions.

...TRANSMISSION OVERRIDE: REROUTING TO NEW SIGNAL>>>

I'VE FOUGHT ALONGSIDE A LOT OF THUGS, ADVENTURERS AND EVEN OUTRIGHT HEROES, AND I CAN TELL YOU THAT NO TWO ARE IDENTICAL. YOU GOT HAN SOLO, A BLASTER JOCKEY AND SMUGGLER WHO [illegible] HYPERDRIVE. THEN THERE'S THE PIRATE, [illegible] ANYTHING OR BEAT A TRANDOSHAN SENSELESS. MOST PEOPLE THINK HE'S JUST A BRUISER, BUT I HEAR HE'S ALSO A DAMN FINE ARCHITECT... I DON'T THINK THERE'S A WEAPON BOBA FETT DOESN'T KNOW HOW TO USE, AND HE CAN STITCH UP HIS OWN WOUNDS AFTER GETTIN' STABBED BY A FRIGHTENED BOUNTY! THE POINT IS, THESE GUYS AREN'T ONE-DIMENSIONAL– THEY JUST LEARN THE SKILLS THEY NEED TO SURVIVE.

SO WHEN YOU'RE KNOCKING ABOUT THE GALAXY, LEARNIN' NEW SKILLS, REMEMBER: YOU DON'T HAVE TO ACTUALLY MASTER PROFESSIONS TO ACHIEVE FAME, FORTUNE, AND GLORY. YOU MIGHT DECIDE YOU JUST WANT TO LEARN PISTOL MARKSMANSHIP, BUT NEVER PICK UP A RIFLE OR A CARBINE. IN YOUR SPARE TIME, MAYBE YOU MINE ORE FOR EXTRA CREDITS OR PLAY THE SLITHERHORN IN THE MOS EISLEY CANTINA

EXPLORE YOUR OPTIONS AND FIND A UNIQUE SET OF SKILLS THAT SUITS YOU. IF YOU START DOWN A PATH AND LATER LOSE INTEREST IN THAT PROFESSION, YOU CAN ALWAYS SURRENDER YOUR SKILLS AND LEARN SOMETHIN' NEW.

SURRENDERING SKILLS

When your Learning Capacity bar is full, you can free up some mental space by surrendering skills. This is useful when you want to try out new professions.

Identify a skill that you don't use any longer, enter the Skills screen (**CTRL+S** keys), highlight that skill, and then choose the **Surrender** option. You can't surrender skills that are prerequisites for other skills you still possess, which generally means that you can only surrender your most advanced skills for a given profession. It's also important to note that you don't regain the XP or credits originally spent to gain the surrendered skill, and you'll still need to earn and pay XP and credits for any new skills you want to learn.

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>THE CHAT SYSTEM

The chat system for Star Wars Galaxies is designed to be robust and versatile. This chapter covers all of the nuances of the system.

>CHAT BASICS

By default, you can chat by simply typing. Chat automatically appears in your Chat Input bar. When you hit the **ENTER** key, whatever you've typed appears in the Chat window of those around you. Chat messages also appear in Chat bubbles above your head.

>SPECIAL COMMANDS

The Chat Input bar is also extremely important because it allows you to perform special commands, sometimes known as slash commands because they are always preceded by the "/". For example, if you want your character to wave, simply type /wave in the Chat Input bar and hit the **ENTER** key.

Type /socials for a for a complete list of all the special commands.

>SPEECH COMMANDS

You can communicate with anyone around you by simply typing in your Chat Input bar. To use a speech command for a specific message, simply type /[command] followed by your message (for example, /shout Hello!). Some common speech commands are:

/say: The default form of speech. This allows you to say something out loud to anyone around you.

/tell [player's name]: Sends a message directly to a specific player. You can use /tell to send messages to any player who is in your Galaxy, regardless of distance.

/reply: Sends a message BACK to the last person who sent you a /tell.

/retell: Send another tell to the last person you contacted via /tell.

/shout or /yell: Sends your message to a wider area around you. This is useful for messages like /shout Help!

Some special speech commands, like /retort and /shout, produce different types of Chat bubbles.

>THE PROFANITY FILTER

Star Wars Galaxies has a profanity filter that prevents you from sending or receiving obscene messages. The filter is on by default, but you can turn it off in the Options screen. If you send a profane message to another player who has their profanity filter activated, the offensive words will be converted to non-offensive symbols.

>ETIQUETTE AND HARASSMENT

Please remember you are playing online as part of a diverse community that includes players of all ages and backgrounds. Hateful, discriminatory, or obscene language will not be tolerated.

Although we have a robust chat filter, there still may be times when you feel you are being harassed. When this occurs, simply type **/ignore [offending player's first name]** to stop receiving messages from that player.

If you feel the harassment is severe, you can report the problem player to customer service using the Holocron (**CTRL+H** keys) screen.

IF I WASN'T AN ORPHAN, I'M SURE MY PARENTS WOULD'VE TOLD ME TO "PLAY NICE WITH OTHERS." IF YOU DON'T MAKE SOME FRIENDS, YOU'RE GONNA FIND YOURSELF ALONE, AND LONERS DON'T SURVIVE VERY LONG. SO KEEP YOUR TONGUE IN CHECK: THE BOTHAN YOU INSULT TODAY MIGHT BE THE ONLY MEDIC AROUND TO SAVE YOUR HIDE TOMORROW....

>MOODS AND SOCIALS

While chatting, you can set your character's mood and use different gestures to make a point, referred to as socials, or emotes.

MOODS

- To set a mood for your character, type **/mood angry** or **/mood sad**. Once you set your mood, your facial expression will change and your chat will reflect your mood. You can change your mood at any time. To set a neutral mood, type **/mood none**.
- To apply a mood to a specific chat message, type **/[mood name]** followed by **[/chat type]**, and then your message. For example, **/happy /say Hello!**
- Type **/moods** for a full list of the available moods. You can also refer to the Moods tab in the Abilities screen (**CTRL+A** keys) for the same list.

SOCIALS

Socials are special animations or text messages designed for social interaction. Each social has a special command associated with it.

- To use a social, simply type **/[social]**, as in **/wave** or **/cheer**.
- To see a full list of emotes, type **/socials** or open the Abilities screen (**CTRL+A** keys) and click on the **Social** tab.

CHAT AND THE TOOLBAR

Every mood and social is available in your Abilities screen (**CTRL+A** keys). You can left-click on any Mood or Social icon and drag it into your toolbar to assign that chat command to one of your **Function** keys (**F1-F12**). You can then use the corresponding **Function** key to use the social or change your mood.

>CHAT WINDOWS

Star Wars Galaxies provides you the ability to conduct multiple conversations at once and track different types of information via various Chat windows. You begin the game with a default Chat window, which has a small number of Chat tabs, and the Chat input bar.

CHAT TABS

At the top of the Chat window are tabs that allow you to cycle between two different default Chat channels. A Chat channel is like an online chat room. The default channels are:

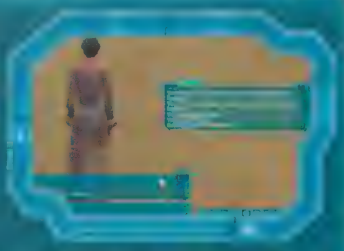
Spatial: All conversation and important information occurring within a 50-meter radius around you. Socials, emotes, default "say" chat, and any tells or system messages (such as notification that you've earned XP) you might receive are all shown here.

Combat: Displays combat information, including damage data. System messages and tells are also reproduced here.

NOTE: When you join a group, you automatically get a new channel called Group for all group chat.

To view any of these channels, simply enter Data mode (press the **ALT** key), and then click on the tab or cycle through the tabs using the **CTRL+HOME** keys or **CTRL+END** keys. Anything you type will appear in the active Chat channel.

MULTIPLE CHAT WINDOWS



You have the option of moving a Chat tab from the standard Chat window, which will allow you to monitor multiple channels at once. While in Data mode, simply press and hold the **MOUSE 1** button on any tab, and then drag that tab away from the Chat window and place it anywhere on your screen. When you release the **MOUSE 1** button, you will create a new window. If you drag any tab onto another tab, you can combine the windows.

If you want to remove a Chat window from your screen, click on the Close icon (X), and the Chat window will disappear. Or, you can drag the tab back onto your Chat Input bar.

MODIFYING CHANNEL TABS

You can modify an existing **Channel** tab by simply double-clicking on it. This will produce a Control window where you can rename the tab and define the type of information the **Channel** tab displays.

You can also modify the tab by holding down the **MOUSE 2** button on the channel's tab and selecting **Modify** from a list of available options.

CREATING CHANNEL TABS

To create a new **Chat Channel** tab, press and hold the **MOUSE 2** button on any existing **Channel** tab to see a list of options. Select **Create Tab**, and a new **Channel** tab, **None**, will appear. Double-click on the new tab to name it and define what types of information it displays.

SENDING TO CHANNELS

Anything you type in the Chat input bar is sent to the channel you have activated on your Chat window. You can send text to a different channel at any time by typing /[name of the channel] [your message]. While in the Spatial tab, your typed text goes to the Spatial channel by default. But if you type /group I need help!, the message will be sent to the Group channel.

GROUP CHAT

The easiest way to communicate with your group is to use /gs (short for "groupsay"), followed by your message: /gs I need help!

>ADVANCED CHAT CHANNELS

Star Wars Galaxies supports a global chat system with multiple channels or "rooms." While Spatial, Combat, and Group chat are provided by default, players are also able to join other channels, and even create and run their own rooms.

CHAT HIERARCHY

The Chat system is actually arranged into a hierarchy. A given Chat channel can contain multiple rooms below it, similar to the way in which directories and folders are arranged on your computer's hard drive. For example, a player might create a channel for all Marksmen, but then reserve a special Chat room for invited Master Marksmen only.

CONFIGURING TABS FOR CHANNELS

Any Chat tab on your UI can monitor more than one channel. To configure a tab to monitor additional channels, click and hold the **MOUSE 2** button on that tab, and then choose **Modify Channels** from the radial menu (or double-click on the tab). You will then be taken to the Channel Selection screen.

On the left side of the Channel Selection screen is a list of all of the channels you are currently monitoring. On the right side is a list of all the channels the tab currently displays. You can move a channel between the two lists by clicking on a channel name, and then using the **Add Channel** (>>) and **Remove Channel** (<<) buttons. You can also simply double-click on a channel's name to move it.

Although you can configure your tabs to receive messages from more than one channel, the Chat input bar can only send to one channel at a time (remember, you can always send to another channel by typing /[channel name] [your message]).

JOINING NEW CHANNELS

To join and create new channels or Chat rooms, you need to access the Channel Browser. To find the Channel Browser, click and hold the **MOUSE 2** button on a **Chat** tab, and then choose **Join Chat Channel** (it's sometimes helpful to create a new, empty tab for this purpose).

The Channel Browser is a large window broken into two main sections: Channel Listing and Channel Information.

THE CHANNEL LISTING

Channels are displayed in a "tree view," with channels and rooms nested inside one another. When you first open the window, you will only see the base **SWG** icon. Click on this icon to expand the channels. Each channel will display its name, followed by a brief description.

- Channels you are in are marked with a little star on the left side of the display.
- Channels you own are shown in white.

CHANNEL INFORMATION

Clicking on a channel will display its Channel Information. This information includes the channel name and description, channel owner, channel creator, whether it is a Private or Moderated channel, and who is currently using the channel.

CREATING A CHANNEL

While on the Channel Listing screen, you can create a new channel by opening the Chat folder and clicking the Create Channel button. You can create a sub-channel within another channel, but only if you have moderator privileges for the "parent" channel.

When you create a channel, you will be asked to name the room. The name must be one word, and we recommend you keep it fairly short to make it easy to remember and type. You can also type a description for your room.

When you create a channel, you become that channel's owner and can assign controls to the room.

PRIVACY CONTROLS

You can set your channel to Private or Moderated. A Private channel can only be accessed by those who have been invited to join the room, while a Moderated channel allows anyone to visit. For either channel, you have the power to remove anyone who misbehaves.

MODERATORS

The owner of a channel is automatically assigned moderator powers over that channel. The moderator powers include:

- Inviting another player into a Private channel
- Uninviting another player from a Private channel
- Kicking another player out of a channel
- Giving another player moderator privileges
- Revoking moderator privileges from another player
- Destroying the channel

OTHER CHANNEL LISTING COMMANDS

- You can delete a channel you own by clicking on it, and then pressing the **Delete Channel** button.
- **Leave Channel** will exit whatever channel you have selected. If that channel was the only channel associated with a tab, that tab will revert to the name **None** and will not display any text until you assign it to at least one other channel.
- **Refresh** will update the channel listing for the selected channel.

STARTING UP

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Combat in Star Wars Galaxies is as easy as double-clicking on a target and initiating the auto-combat loop. However, the combat system also offers a great deal of depth. In fact, to truly master combat, you must learn how to evaluate your targets, take advantage of your surroundings, and use special abilities. Additionally, it's important to understand the different types of damage in the game.

HERE'S A SIMPLE FACT ABOUT LIFE IN THIS GALAXY: YOU GOTTA LEARN HOW TO FIGHT IF YOU WANT TO SURVIVE. I'M NOT SAYIN' THAT YOU NEED TO BECOME SOME SORT OF ASSASSIN DROID, BUT YOU SHOULD KNOW HOW TO DEFEND YOURSELF IF YOU'RE GONNA DO ANY KIND OF TRAVELING

<<<RESUMING NORMAL DATA TRANSMISSION>>>

>TARGETING

Targeting simply means selecting an object. You can target nearly anything in the game, including furniture, terminals and, of course, dangerous enemies.

CYCLING TARGETS

You can manually target an enemy (or ally) using the mouse. Simply single-click on your desired target, and brackets will appear.

You can cycle through available attackable targets using the **TAB** and **SHIFT+TAB** keys. Cycling starts at the closest attackable target and moves outward, and will only cycle through targets that are currently in view.

As you cycle, brackets will appear around your potential targets. If you are currently attacking something, however, brackets will remain around your current opponent so that you always know whom you are fighting.

To shift your attack focus from your current opponent to another potential target, use the Combat Target action. You can also double-click on a new target, or select **Attack** from the radial menu on your intended target.

>INITIATING COMBAT

Starting combat is very simple: you can either double-click on your target or choose **Attack** from the targeted creature's radial menu (to access the radial menu, move your cursor onto your target and press and hold the **MOUSE 1** button). You can also begin combat by using a special move.

KEYS FOR QUICK COMBAT

Using keyboard shortcuts is the easiest way to initiate combat. You can do the following:

- Strike the **TAB** key until you have selected your intended target.
- Strike your auto-attack function key; or open the radial menu with the ~ key, and then hit 1 to select Attack.

>COMBAT HUD

Once you initiate combat, new elements will appear on your HUD.

1. Combat Icon: Crossed lightsabers indicate you're actually in combat.

2. Target Name: The name of the creature, NPC, or enemy player that you're currently attacking.

3. Target's Posture: Displays whether the target is standing, kneeling, or prone.

4a–4b. Target's HAM Bars: A target's Health, Action, and Mind. The HAM bars reappear over the target's head (4b). Creatures and most other non-player enemies die when any one of their HAM bars reaches 0. Some objects, such as lairs and other structures, only have a single Health bar.

5. Target's State(s): Display area for any states (such as Blind, Dizzy, or Berserk) affecting your enemy. Note that some states impair your enemy, while others make your enemy more formidable. Eventually, you'll want to learn the effects of every state (see States, page 103).

6. Combat Queue: Lists actions your character is about to perform. Whenever you attempt to use a special combat action, change postures or use special equipment (like a grenade), those moves appear in the Combat queue before actually occurring in the game. In the meantime, you'll continue to auto-attack.

7. Peace Button: Ends combat. You can also type /peace in your Chat input bar.

8. Clear Queue: Completely clears your Combat queue. You can also type /clear in your Chat input bar.

9. Accuracy Modifier: A modifier applied to your attempts to hit your target. See Accuracy Modifier, page 97, for more details.

10. Damage: Represents damage to you or your target. They are color-coded to correspond with your HAM bars (Red for Health, Green for Action, and Blue for Mind).

11. Difficulty (or Con) Icon: Indicates the target's toughness, in comparison to your character's skills. See Evaluating Enemies, page 96, for details.

Targeting Bracket: Surrounds whatever entity you are currently attacking. When the enemy moves off screen, you'll see a red arrow pointing you toward your target (not visible on screenshot).

AUTO-ATTACK

Once you initiate an attack, you automatically begin auto-attacking. You will attack your target using whatever weapon you have equipped (you'll attack with your fists and feet if you don't have a weapon readied). You will continue attacking until your target is killed or you are incapacitated.

NOTE: You do not need to continually click on a target to keep attacking.

You can also end combat by typing /peace in your Chat input bar, or clicking on the icon.

AUTO-DEFEND

If any enemy attacks you, you will automatically counterattack to defend yourself.

EVALUATING ENEMIES

Whenever you target a creature, NPC or another player, you will see a small starburst icon next to the target's onscreen HAM bars. This icon is color-coded to let you know if the target is too easy or too difficult for you to defeat in combat, as follows:

- **Green:** Well below your skill level, and very easy to defeat. You'll receive very small XP rewards for targets that Con green for you.

- **Blue:** Slightly below your skill level. Blue targets will put up a fight, but you should win nearly all of these battles. But be warned: if you take on two or three Blue targets, you could find yourself in serious trouble.

- **White:** Equal to your relative toughness. Defeating such a target will be difficult and may be impossible if you rely on auto-attack. However, defeating enemies that Con white for you provide larger XP rewards.

- **Yellow:** Slightly above your skill level. You should avoid such fights unless you have superior weaponry, incredible tactics, a supply of healing devices (stimpacks), or a few friends nearby.

- **Red:** Well above your skill level. Red targets are incredibly dangerous and will almost always defeat (and most likely kill) you, unless you're part of a much larger and more powerful group.

You can gain more detailed information about your target's relative strength by typing /con in the Chat Input bar.

>ACCURACY MODIFIER

Your base chance to hit a target is determined by your skills. However, every attack is modified by distance between combatants, whether or not either combatant is moving, the combatants' postures, the weapons being used, any states applied to either combatant, and any special moves being used. All of these modifiers are distilled into an Accuracy Modifier.

The Accuracy Modifier is a general indicator of how easy or difficult it will be to hit your enemy with the weapon you have equipped. A positive modifier means that your odds of hitting a target have increased; conversely, a negative modifier indicates that it's going to be more difficult to hit your target. If the modifier reads "---", you are out of range to attack with your chosen weapon.

>POSTURES

A posture is your character's stance in combat. Postures impact both your attack modifiers and the attack modifiers of your enemy.

- **Standing:** Your character is only moderately accurate with ranged weapons, but provides a good target for enemies with ranged weapons.

  NOTE: Standing is the default posture; it does not apply any modifiers to your accuracy.

- **Kneeling:** Your character becomes more accurate with ranged weapons and presents a smaller target, but you are far less mobile and more vulnerable to melee attacks.

  While kneeling, you receive bonuses to your Accuracy Modifier when using ranged weapons. At the same time, any opponents with ranged weapons receive a negative modifier, while those attacking you with melee weapons receive a positive modifier.

- **Prone:** The most effective posture for ranged combat. The prone position significantly increases accuracy and decreases your chance of being hit by ranged weapons. Unfortunately, your movement is slowed to a crawl, and you are extremely vulnerable to melee attacks.

When prone, you receive large bonuses to your Accuracy Modifier when using ranged weapons. Any enemy attacking you with a ranged weapon suffers a significant negative modifier to hit. Enemies using melee weapons enjoy a significant positive modifier. In addition, if an enemy closes to melee range, you will need to change to a kneeling or standing posture to continue attacking.

You can change postures by using the corresponding Function keys, clicking on the Toolbar icons, or typing /stand, /kneel or /prone into your Chat Input bar.

...TRANSMISSION OVERRIDE: REROUTING TO NEW SIGNAL...

A BLASTER RIFLE'S NO GOOD IF YOU CAN'T HIT ANYTHING WITH IT. IF YOU'RE HAVING TROUBLE TAKIN' DOWN TARGETS FROM A DISTANCE, DROP TO A KNEE OR ONTO YOUR GUT BUT CHOOSE YOUR TIMING CAREFULLY: IF YOU'RE ON THE GROUND WHEN YOU GET JUMPED BY A THUG WITH A VIBROAXE, YOUR FRIENDS WILL BE SCRAPING YOU UP LATER.

...RESUMING NORMAL DATA TRANSMISSION...

>MELEE COMBAT VS. RANGED COMBAT

Combat in Star Wars Galaxies relies heavily on the use of ranged weapons, such as blasters and blaster rifles. However, characters can also use melee weapons, including vibroaxes and swords. Each type of combat has different types of advantages and disadvantages.

The simple fact that you can hit your target from a distance gives ranged combat a significant advantage over melee combat. Also, when fleeing an enemy with a ranged weapon, you can continue to attack. However, those characters using ranged weapons are extremely vulnerable to melee attacks. A character with a vibroaxe will quickly incapacitate a character with a blaster rifle, if he is able to get close. In general, those who use ranged weapons will need to avoid getting too close to enemies wielding melee weapons.

>SPECIAL MOVES

Special moves are combat maneuvers that you can use to improve your effectiveness during a battle, cause specific forms of damage, or impose damaging states onto your enemy. You gain special moves by learning new skills in the game. You can review your special moves in the combat portion of your Abilities screen (CTRL+A keys). Any special move can be assigned to a Function key (F1–F12) by dragging its icon into the toolbar. When you initiate combat, your toolbar will automatically switch to the Combat tab for you.

All special moves have "costs" associated with them. When you use a special move, it will drain from one of your three HAM bars. If the specific HAM bar is already too low, you won't be able to perform the specified action (and you will receive a message telling you such).

THE COMBAT QUEUE

The Combat queue shows each special action you will attempt to perform on your target, in the order in which they will be performed. When you do a special move, it appears in the queue to be executed at the next opportunity. If you enter actions quickly, they will stack up in the queue before occurring after appropriate delays.

There are two buttons under the queue itself. The **Peace** button stops your standard attack (although your enemy is likely to keep attacking you), while the **Clear Queue** button cancels all the queued actions.

GENERAL COMBAT SPECIAL MOVES

The special moves, which you learn through gaining skills, provide you tactical advantages in combat. Special moves are just that – special things you do periodically to try and gain an upper hand. All combat special moves have an attribute cost, either in Health, Action or Mind, so you can't use them indefinitely.

You can use a special move by dragging its icon from the Abilities screen (**CTRL+A** keys) and hitting the appropriate **Function** key. Alternately, you can type the special move's name in your Chat input bar (**/berserk**, for example). The typed commands for each special move are listed in both your Skills (**CTRL+S** keys) and Abilities screens.

I DON'T CARE IF YOUR WEAPON OF CHOICE IS A BLASTER PISTOL, A RYYK BLADE OR YOUR KNUCKLES: THE TRICK TO WINNIN' ANY FIGHT IS USIN' YOUR HEAD. TRY TO IDENTIFY YOUR ENEMY'S WEAKNESSES, AND THEN GO FOR THE THROAT! BUT PICK YOUR ATTACKS AND MOVES CAREFULLY. SOME ATTACKS AND ABILITIES MAKE YOU MORE VULNERABLE TO QUICKLY SCRAP YOU OUT. JUST BECAUSE YOU KNOW HOW TO GO BERSERK IN COMBAT DOESN'T MEAN IT'S ALWAYS THE MOST EFFECTIVE TACTIC.

>GRENADES, ROCKET LAUNCHERS, AND OTHER WEAPONS

Several weapons, like grenades and rocket launchers, are limited-use weapons that can be thrown or fired in combat. To use a grenade or rocket launcher, you must have an enemy targeted for combat.

There are actually two methods for throwing grenades or firing rocket launchers:

- Prior to combat, drag a grenade or rocket launcher into your toolbar to assign it to a Function key (F1-F12). Once in combat, you can hit the corresponding Function key to throw the grenade or fire a rocket.
- Open your Inventory, move the cursor over to the weapon you want to select, click and hold the MOUSE 1 button to access the weapon's radial menu, and then select either Throw or Fire.

>DAMAGE

When you're injured in combat, you take damage to one of your Primary Attributes (Health, Action, or Mind). Your attributes regenerate over time or can be healed by anyone with the proper healing skills.

Damage to both you and your target is displayed as colored, floating numbers representing one of your HAM bars (red damage numbers indicate damage to your Health pool, for example). In some instances, damage will affect multiple pools, in which case the damage number will be a blend of colors. A white number indicates simultaneous damage to all pools.

INCAPACITATION

If any of your three primary attributes drops to 0 or below, you become incapacitated. Your character is not dead, but merely unable to act until you regenerate or receive healing. A **Revival** meter will appear onscreen telling you how long you must wait until your character recovers.

You can be killed if your opponent decides to perform a deathblow (some creatures will leave you alone if you're incapacitated; others will definitely deal the lethal final attack).

Your enemy automatically dies as soon as one of their HAM bars is reduced to 0. You do not need to deal a deathblow, except when fighting another player.

STRUCTURES

Many times during combat, you'll be required to attack structures of some kind: a tent where Tusken Raiders live, a lair housing womp rats, a wall surrounding an important structure, or a power generator, perhaps. Structures don't have HAM bars. Instead, a structure has a single, gray Durability bar. When a structure's durability is reduced to 0, it is destroyed.

WOUNDS

A "wound" is a special kind of damage to one of your Primary Attributes. Wound damage does not heal over time, and will reduce your effectiveness in combat. A wound basically handicaps an attribute, making it impossible to regenerate that attribute to its maximum value.

Wound damage can only be healed by characters with the appropriate skills and equipment (Entertainers, Medics, Doctors and Combat Medics, specifically), and only in special locations (such as a cantina, campsite or hospital). See **Chapter 8: Healing and Death**, page 108, for more information about healing wounds).

BATTLE FATIGUE

The final type of damage is called "battle fatigue." When you have been badly wounded in multiple campaigns, you may begin suffering from battle fatigue. Essentially, battle fatigue occurs after you accumulate a significant number of wounds. The more Battle Fatigue points you have, the more difficult it becomes to heal your other wounds.

Battle Fatigue points are not removed when your wounds are healed; they can only be erased by relaxing in the company of skilled Entertainers. When you find an Entertainer performing, target that character, access their radial menu and select **Listen** or **Watch** (or type **/listen** or **/watch**). The longer you spend enjoying the performance, the more Battle Fatigue points you will lose. (See **Chapter 8: Healing and Death**, page 108, for more information about healing battle fatigue).

STATES

States are another important component of combat. They provide you with short-term positive or negative modifiers when fighting, or cause other effects, such as an inability to move. Most states are somehow connected to special moves and abilities. If you fall victim to a Flurry Shot, you will suffer the Dizzy state for a short time.

In most instances, when you enter a state the **State** icon will appear next to your HAM bars. During combat, you should keep an eye on your own states and those of your opponent, as they greatly affect how a fight might progresses. States can prevent you from executing different commands, alter how much damage you take, protect you from or make you vulnerable to particular kinds of attacks, and affect how well you can hit a target. All states are temporary.

Aggressive: Increases chance of delivering a successful counterattack and decreases chance of getting hit in combat.

Aiming: Provides a bonus to hit on the next attack.

Alert: Counters Surprise Attack special move.

Berserk: Provides a bonus to hit, faster attacks and damage bonus, but also applies a penalty to defense.

Blindness: Applies penalties to both offense and defense.

Dizziness: Creates chance of falling down when changing postures.

Evading: Provides chance of dodging an attack.

Immobilized: Prevents movement.

In Combat: Indicates that the character is involved in combat.

Incapacitation: Character is incapacitated (any HAM pool has dropped to 0) and is vulnerable to a deathblow.

Intimidated: Increases chance of being hit by attacks.

Rallied: Provides both a bonus to hit and a bonus to defense.

Stunned: Applies penalties to defense.

Taking Cover: Provides defense bonuses.

Tumbling: Provides defensive bonuses while changing postures.

>BUFFS

Buffs are short-term bonuses to your attributes. In Star Wars Galaxies, buffs mostly come in the form of foodstuffs or stimpacks. When you eat a piece of fruit or receive a stimpack, one or more of your attributes will temporarily increase. The effect of a buff isn't instantaneous; it will take you a short time to reach your new maximum.

You activate a buff by double-clicking on it in your Inventory, and then choosing the Eat or Use from the radial menu, or by dragging the item onto your toolbar and hitting the corresponding Function key.

It's very important to note that you can only use a limited number of buffs at any one time. On your Character Sheet (CTRL+C keys), you'll see Food and Drink bars. NOTE: When the Food bar is full, you can no longer consume food buffs; likewise for the Drink bar.

>ARMOR

In *Star Wars Galaxies*, you have the option to wear various forms of armor. In general, armor absorbs damage from attacks to specific areas of your body. However, there is always a cost associated with wearing armor. Each piece of armor has a different negative effect on one of your secondary statistics. Depending upon the type of armor you wear and its location, you may have great difficulty regenerating your Primary Attributes. If donning a piece of armor will reduce your secondary statistic to 0 or below, you won't be able to wear that armor. In addition, some species can't wear certain armor pieces.

To wear a piece of armor you own, just double-click on it in your inventory window. If you review your Character Sheet (CTRL+C keys), you will notice that one or more of your attributes has been reduced. In general, those armors capable of absorbing the most damage are also the armors that apply the greatest attribute penalties.

> <<<TRANSMISSION OVERRIDE: REROUTING TO NEW SIGNAL>

THERE'S A REASON WHY YOU DON'T SEE EVERYONE IN THE GALAXY RUNNIN' AROUND WEARIN' FULL SUITS OF MANDALORIAN ARMOR. SURE, ARMOR MIGHT PROTECT YOU FROM THE CLAWS OF A NUNA OR A WELL-AIMED BLASTER SHOT, BUT IT'S TOUGH TO WEAR FOR LONG STRETCHES. WEARIN' ARMOR IS GONNA WEAR YOU OUT, SOONER OR LATER.

> <<<RESUMING NORMAL DATA TRANSMISSION>>>

>LOOTING

After combat, you have the opportunity to loot any enemies you have slain. To loot an enemy, double-click on the corpse or press and hold the **MOUSE 1** button until the radial menu appears, and then select **Loot** or **Loot All**.

The Loot option will reveal all the items the corpse is currently holding. You can pick and choose which items you want to actually take by double-clicking on an item or choosing **Pick Up** from the radial menu. **Loot All** simply transfers all of your opponent's items into your inventory.

There may be instances in which you can't loot a particular enemy. Looting rights are granted to the player who did the most damage to a creature. Also, you can never loot the corpse of another player. However, you can bring another player's corpse to them, but you must have permission to do so. To move someone's corpse, single-click on the corpse and type /drag.

To give another player permission to move your corpse, type /consent [player's first name] in your Chat input bar. To revoke these privileges, type /unconsent [player's first name].

<<ENCRYPTION KEY REQUIRED>>

STARTING UP | POWER CYCLE IN PROGRESS | DO NOT DISCONNECT

>

...CONFIGURING INTERFACE AND DATA INTERFACE...

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Healing 110
Healing Attribute Damage 110
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The Star Wars galaxy can be a dangerous place, and there will be fights that you just won't win. Fortunately, your character never truly "dies" in the game. You will always return to fight another day.

<<<TRANSMISSION OVERRIDE: RETRIEVING MISSING SIGNAL>>>

IF YOU PUT YOUR LIFE ON THE LINE FOR A FEW CREDITS (OR SOME MORONIC CIVIL WAR), YOU'RE GONNA GET HURT – THERE'S NO WAY AROUND IT. SO YOU'D BETTER KNOW HOW TO GET PATCHED UP. THE BLASTER JOCKEYS MIGHT GET ALL THE GLORY, BUT YOUR BEST FRIEND AFTER ANY FIGHT IS THE MEDIC.

<<<RESUMING NORMAL DATA TRANSMISSION>>>

>HEALING

All types of combat damage, including wounds and battle fatigue, can be healed through various methods in the game. However, the methods for healing vary depending upon the type of damage.

HEALING ATTRIBUTE DAMAGE

The primary type of damage is damage to your attributes (such as the temporary loss of Health suffered during combat). Fortunately, healing Attribute damage is fairly easy. First, attribute damage will regenerate over time. The rate that attribute damage heals is based on your Constitution (for Health), Stamina (for Action), and Focus (for Mind).

You can also heal a small amount of damage on your own using stimpacks or other healing items. There are numerous methods for using these items to heal yourself:

- Open your Inventory (CTRL+I keys) and double-click on the stimpack to heal yourself.

- Click-and-hold on the stimpack and choose **Heal Self** from the radial menu.
- Drag the stimpack into your toolbar to assign it to a **Function** key, and then hit that **Function** key to use the item.

Those with basic Medic skills can use a stimpack to heal larger amounts of damage and other players. To heal other players:

- Click on the character you want to heal, and then use your stimpack (double-click, choose **Heal Target** from the radial menu or use a **Function** key). If you don't have another character targeted, you will attempt to heal yourself.
- Click on the character you want to heal and type **/healdamage** in the Chat input bar. If you don't have another character targeted, you will attempt to heal yourself.
- Click on the character you want to heal and bring up a radial menu. If the character is damaged, you will see a **Heal** option.

Basic medical supplies are available through Medicine Terminals located in many major cities.

NOTE: Advanced healing devices must be crafted by various professionals.

HEALING WOUNDS

If you receive a wound to your Health or Action pools, you will not be able to fully recover from damage to these attributes. You can review your current wounds in your Character Sheet (**CTRL+C** keys).

To heal wounds, you need the aid of a Medic, Combat Medic, or Doctor. In addition, these wounds can only be healed at campsites, hospitals or other special structures, or while in the company of a medical droid.

Wound healing requires the use of special medicines. There are different medicines available for each type of wound. To heal a wound:

- Select a character you want to heal (single-click) and then type **/healwound** in the Chat input bar. The game will examine the targeted character and identify the most severe wound that you are capable of healing. That wound will then be healed automatically, provided you have the proper equipment.
- Click on a character you want to heal and hold the **MOUSE 1** button to produce a radial menu. If the character is wounded, **Heal Wound** will appear. When you hover the cursor over this option, you will see a sub-menu that lists any of the character's wounds you can heal. You can select an individual wound to heal, or select **Heal Wound** to heal the character's most severe wound.
- Target a character (single-click), and then use a specific wound-healing item (by double-clicking on the item in your Inventory, using the item's radial menu or assigning the item to a **Function** key).

As with general damage stimpacks, basic wound treatment supplies can be purchased at Medicine Terminals.

HEALING MIND WOUNDS AND BATTLE FATIGUE

Mind wounds have the same effect as Action and Health wounds, but can only be healed by Entertainers. Entertainers also heal battle fatigue, which accumulates after you receive a significant number of wounds. Battle fatigue prevents you from healing attribute wounds, so it is vital that you remove all of your battle fatigue periodically.

To heal Mind wounds or battle fatigue, you must be in a campsite or special venue (like a cantina).

If you are an Entertainer, you merely need to start dancing (type **/startdance [dance name]**) or start playing a song (type **/startmusic [song name]**). Anyone who chooses to watch or listen to you will be

healed, and you will earn the appropriate XP. You can increase your healing abilities by using flourishes (See **Chapter 11: Dancing and Musicianship**, page 130 for more on performing).

To heal while in the company of an Entertainer, target the performer and use the radial menu to select **Listen** or **Watch** (or type /listen or /watch). The longer you spend enjoying the performance, the more Battle Fatigue and Mind Wounds you will heal.

<<<TRANSMISSION OVERRIDE: REDIRECTING TO NEW SIGNAL>>>

THERE'S A REASON NEARLY EVERY CITY HAS A CANTINA OR THREE - TURNS OUT, ALL MY YEARS OF HANGIN' OUT AT THE CORELLIAN CANTINAS HAVE ACTUALLY DONE ME SOME GOOD. YOUR BODY CAN ONLY GET BUSTED UP SO MANY TIMES BEFORE YOUR MIND STARTS TO REBEL AND YOU END UP SUFFERIN' FROM "BATTLE FATIGUE." SOME GENIUS BONESAW HAS FIGURED OUT THAT YOU CAN GET YOUR MIND BACK IN GEAR BY RELAXIN'. SO, WHEN YOU'RE FEELIN' A LITTLE BATTLE FATIGUE, HEAD TO THE LOCAL CANTINA, PULL UP A CHAIR AND ENJOY SOME ENTERTAINMENT

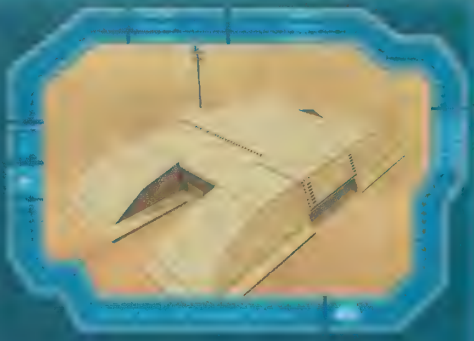
<<<RESUMING NORMAL DATA TRANSMISSION>>>

>INCAPACITATION AND DEATH

Your player-character is only vulnerable to death after one or more of your HAM bars reach 0. At this point, you are incapacitated. You will fall to the ground and won't be able to move or perform any actions until all attributes that have dropped below 0 regenerate. Many creatures and enemies will be content to leave you unconscious on the ground, but others will opt to deliver a fatal deathblow. When this deathblow occurs, your character is technically dead and is removed from the battle.

NOTE: Your avatar will also die if your character is incapacitated three times within any ten-minute span.

>CLONING



In Star Wars Galaxies, your character is protected from true, permanent death through the use of cloning technology. In nearly every city, you will find a cloning facility. You can create a replica of your character at these facilities, using one of the Cloning Terminals. To use a Cloning Terminal, select Use from the terminal's radial menu.

Whenever you die, you will reappear at the last cloning facility you visited (in other MMOs, this process is called "binding"; essentially, you can "bind" yourself to any cloning facility). Cloning costs credits, but it is usually worth the expense. You will probably want to clone yourself every time you travel to a new city or planet.

NOTE: Dying may result in increased wounds and battle fatigue.

>>>TRANSMISSION OVERRIDE: REROUTING TO NEW SIGNAL<<<

YEAH, YEAH, I KNOW WHAT YER SAYIN'... "BUT THE EMPIRE OUTLAWED CLONING TECHNOLOGY! HOW AM I GONNA FIND ONE OF THESE HIDDEN, ILLEGAL FACILITIES?!?" WELL, QUIT YOUR WHININ'. THE EMPIRE HAS PRACTICALLY OUTLAWED EVERYTHING. EVEN BLASTERS ARE ILLEGAL NOW, BUT THERE AIN'T NO SHORTAGE OF THEM... THERE'S A CLONING FACILITY IN NEARLY EVERY CITY, SINCE MOST OF THEM ARE FILLED WITH CRIMINALS ANYWAY.

>>>RESUMING NORMAL DATA TRANSMISSION<<<

INSURANCE AND ITEM RECOVERY

Cloning facilities also house Insurance Terminals. When you "use" an Insurance Terminal, you insure all of the items you are carrying, allowing you to retrieve them automatically whenever you reappear in a cloning facility. Insured items will reappear in your Inventory as soon as you activate a clone. Like cloning, insurance costs credits, but it is relatively cheap. You should use insurance whenever you can.

If you have not insured your items, you can still recover your items from your corpse. Your corpse automatically generates a waypoint that is stored in your Datapad (CTRL+D keys). Follow this waypoint to your corpse, and then choose the **Loot** option from the corpse's radial menu.

You can also give other players permission to loot your corpse. To do so, type **/consent [player's first name]** to allow that player to retrieve your items. You can remove a player's ability to loot your corpse by typing **/unconsent [player's first name]**.

A handful of rare or unique items may be uninsurable. Others, like your starting items, are automatically insured to prevent you from losing them early in the game.

You can also give other players permission to drag your corpse. To do so, type **/consent [player's first name]** to allow that player to move your body. You can remove a player's ability to drag your corpse by typing **/unconsent [player's first name]**.

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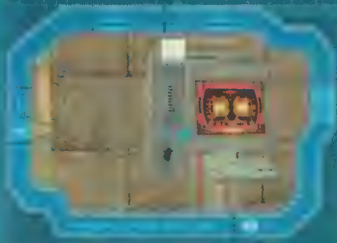
Throughout the galaxy, hundreds of beings are seeking intrepid adventurers for odd jobs and dangerous assignments. If you're looking for a few credits or want something to fight, you can use a Mission Terminal to find work.

<<<TRANSMISSION OVERRIDE: REROUTING TO NEW SIGNAL>>>

WHEN YOU'RE JUST STARTIN' OUT, THERE'S NO BETTER WAY TO EARN A FEW QUICK CREDITS THAN BY PICKIN' UP A MISSION AT A PUBLIC MISSION TERMINAL. THESE MISSIONS AIN'T CYBERNETIC SURGERY – BUT THEY CAN BE DANGEROUS. STILL, IF YOU'RE UP TO THE TASK, YOU CAN FINISH A MISSION PRETTY QUICKLY AND COLLECT A NICE REWARD.

<<<RESUMING NORMAL DATA TRANSMISSION>>>

>MISSION TERMINALS



In nearly every city, you'll find multiple Mission Terminals. To find a mission, approach any Mission Terminal and double-click on the device to bring up a list of available jobs (or hold down the **MOUSE 1** button and choose **List Missions** from the radial menu).

Once you download the available missions, you can choose from various mission types. The most basic mission types include Destroy and Delivery.

A Destroy mission will ask you to seek out and demolish a creature lair or NPC base. A Delivery mission requires you to visit an NPC to retrieve an item, and travel elsewhere to drop off that item. You can browse the available missions, or learn more information about each mission, by double-clicking on the mission title (or choosing **Mission Details** once the mission is highlighted). Mission details include how much time you have to complete the task, an image of the delivery item or destroy target, and a more detailed description of the mission.

Missions also provide rewards for their completion: the more difficult the mission, the greater the reward.

If you want to see more missions, click on **Refresh**. Once you've found a mission that suits you, click on **Accept**. You can take as much time as you'd like reviewing missions; because missions are downloaded for each user individually, you are never in danger of someone "stealing" a mission before you can accept it.

If you are grouped when you approach a Mission Terminal, you will have access to missions that are too challenging for a single player. When the mission is completed, the reward will be split among all group members.

>NON-PLAYER CHARACTER (NPC) MISSIONS

In most cities, you will spot several NPCs standing around talking or wandering about. Most of these NPCs can provide you with missions as well. To speak to an NPC, hold down the **MOUSE 1** button until a radial menu appears, and then choose **Converse**.

>MISSIONS AND THE DATAPAD

All details of your mission are stored in your Datapad. Open your Datapad (CTRL+D keys) and double-click on the Waypoint icon to read the mission details. The Datapad also stores a waypoint to your target. When you accept a mission, the waypoint is automatically transferred to your Datapad and will appear as an orange arrow on your radar. To find your target, simply head toward the waypoint. You can activate and deactivate the waypoint in the mission details. Finally, you can abandon a mission by choosing **Abort Mission** in the mission details.

>COMPLETING A MISSION

Missions are accomplished by meeting the mission goals within a certain period of time. Destroy missions focus around destroying hazardous objects out in the wild. When you've destroyed the target, you will be rewarded with credits. These credits are automatically transferred into your galactic bank account.

Delivery missions are completed by taking an item from one NPC to another (sometimes through treacherous territory). Once you deliver the item, your reward will be automatically deposited into your bank account.

>BOUNTY HUNTER MISSIONS

Bounty Hunters gain access to special bounty hunting missions. These are only accessible through special terminals in key sites in the game. A bounty hunter mission only assigns a target; it does not provide a waypoint to your prey.

To track down your target, you must use special droids, which can be purchased from other players. Use the radial menu on your bounty hunting droid to send the droid in pursuit of your quarry. Once the droid locates the target, you will receive a waypoint.

However, bounty hunter targets are mobile, so there's no guarantee your prey will be waiting for you at the waypoint. You may need to send more than one droid after your target.

>OTHER MISSION TYPES

The mission system also creates a number of other missions for specialized skill sets. The additional mission types include:

- Crafting: Requires you to create and deliver specific items for an NPC.
- Entertainment (Gigs): Requires you to perform for specific NPCs.
- Surveying: Requires that you locate specific resources for an NPC.

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Forming groups is often essential to surviving in the wild. Although groups can range from two to twenty players, most groups will typically contain four to eight characters whom band together to take on more dangerous opponents, perform as a band, or protect one another on battlefields.

<<<TRANSMISSION OVERRIDE. PERMITTING TO VIEW SIGNAL>>>

SO, SCUM LIKE BOBA FETT ARE SOLO OPERATORS. BUT FOR THE REST OF US, THERE'S SAFETY IN NUMBERS. I'M NOT VERY SOCIABLE, BUT EVEN I KNOW WHEN IT'S TIME TO FIND A FEW FRIENDS (OR AT LEAST SOME MERCENARIES WHO WON'T SHOVE A VIBROBLADE BETWEEN MY RIBS). TRY TO TREK ACROSS LOK ALONE AND YOU'RE GONNA END UP DYIN' ALONE

<<<RESUMING NORMAL DATA TRANSMISSION>>>

>FORMING A GROUP

To start a group, just click and hold the **MOUSE 1** button on any player, and then select the **Invite** option from the radial menu. You can also type **/invite [player's first name]** in the Chat Input bar to invite someone to your group.

>JOINING A GROUP

To join a group, you must first be invited. When you receive a message that you have been invited to join a group, simply type **/join** in your Chat Input bar. You can also bring up a radial menu on the character who invited you and select **Join Group**.

If you are invited to a group and do not wish you join, type **/decline** in the Chat Input bar. A **Decline** option also appears on the radial menu of the inviter, connected to the **Join Group** option.

THE GROUP LIST

Once you form or join a group, you'll see a new element: the Group list. The Group list contains the names and HAM bars of every member of your group. If you target a group member (for healing, perhaps), that character's **Status** box will be marked by a small white triangle. You can target group members by clicking on their **Status** box.

The group leader's **Status** box always appears at the top of the Group list (but beneath your own HAM bars). If you target a group member, that character's **HAM** box will be marked by a white triangle.

GROUP CHAT

Members of a group can talk directly to one another by using a special and private group channel, which is automatically created when the group is formed. Group chat can be accessed through:

- /gsay [message]
- /gtell [message]
- /groupsay [message]

THE GROUP LEADER

The player who first started the group is the group leader. He or she has access to a number of special commands, which are available through the Chat commands and radial menu options:

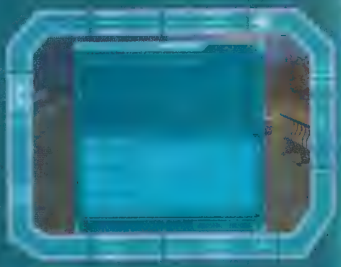
- **Invite (/invite [player's first name])**: Only group leaders can invite a new player to join the group.
- **Kick from Group (/disband [player's first name])**: Allows the leader to eject a specific player from the group.
- **Disband Group (/disband)**: Dissolves the entire group.
- **Leadership Transfer (/makeleader [player's first name])**: Transfers the role of group leader to another character. This command can only be executed from the Chat Input bar.
- **Group Options (/group options, /group menu)**: Displays a Group Options menu that can be toggled on or off.
- **Autosplit Toggle (/group autosplit [on or off])**: With Autosplit enabled, the game will automatically divide any retrieved credits or items evenly among all group members. Autosplit can be toggled in the Group Options menu or through a chat command.
- **Autoloot Toggle (/group autoloot [on or off])**: With Autoloot enabled, the group will automatically pick up any credits or items found. Autoloot can be toggled in the Group Options menu as well.
- **Autoloot Items Toggle (/group autoloot items [on or off])**: With Autoloot items enabled, the group will automatically pick up any items found. Autoloot items can be toggled in the Group Options menu.
- **Autoloot Credits Toggle (/group autoloot credits [on or off])**: The group automatically picks up any credits found when this option is enabled. Can be toggled in the Group Options menu.

- **Notify Toggle (/group notify [on or off]):** With Notify enabled, each member of the group will receive a message when an important event occurs, such as a group member becoming incapacitated. The group leader can use this command to toggle all of the Notify settings on and off simultaneously.
- **Notify Credits Toggle (/group notify credits [on or off]):** With Notify Credits enabled, each member of the group will receive a message when credits are looted.
- **Notify Items Toggle (/group notify items [on or off]):** With Notify Items enabled, each member of the group will receive a message when an item is looted.
- **Notify Harvest Toggle (/group notify harvest [on or off]):** With Notify Harvest enabled, each member of the group will receive a message when a creature's corpse is harvested for resources.
- **Notify Incapacitation Toggle (/group notify incapacitation [on or off]):** With Notify Incapacitation enabled, each member of the group will receive a message when a member of the group is incapacitated.
- **Notify Death Toggle (/group notify death [on or off]):** With Notify Death enabled, each member of the group will receive a message when a member of the group dies.

OTHER GROUP COMMANDS

All group members have access to the following commands:

- **Group Info (/group info):** Displays information about the group, including the names of members and the current Group Options.



- **Group Leader (/group leader):** Displays the group leader's full name.
- **Autosplit (/group autosplit):** Displays whether Autosplit is on or off. Only the group leader can toggle Autosplit.
- **Autoloot (/group autoloot):** Displays the status of the Autoloot option.
- **Autoloot Items (/group autoloot items):** Displays the status of the Autoloot Items option.
- **Autoloot Credits (/group autoloot credits):** Displays the status of the Autoloot Credits option.
- **Notify (/group notify):** Displays the status of each Notify option.
- **Notify Credits (/group notify credits):** Displays whether or not group members will receive a message when credits are looted.
- **Notify Items (/group notify items):** Displays whether or not group members will be notified when items are looted.
- **Notify Harvest (/group notify harvest):** Displays whether or not group members will be notified when resources are harvested from creature corpses.
- **Notify Incapacitation (/group notify incapacitation):** Displays whether or not group members will be notified when another group member is incapacitated.
- **Notify Death (/group notify death):** Displays whether or not group members will be notified when another group member is killed.

STICKING TOGETHER

Once you're in a group, you can make sure that you remain near your newfound friends by watching the radar. Your group members will appear green on the radar, while the group leader will appear magenta.

You can also force your character to follow another player by selecting Follow from the radial menu of the character you want to follow. You can also perform the same function by targeting a character and typing /follow.

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Dancing and musicianship are key components in the healing cycle for *Star Wars Galaxies*. Battle fatigue and certain types of wounds can only be healed by skilled Entertainers.

All would-be dancers and musicians begin as Entertainers. Even as a Novice Entertainer, it's important to understand how to use dancing and musician skills.

YOU WANNA BE A ONE-DIMENSIONAL KILLIN' MACHINE? THAT'S FINE WITH ME. BUT EVEN THE BOUNTY HUNTER BOSSK HAS HOBBIES; HE SPENDS HIS FREE TIME BRAIDING WOOKIEE SCALPS, BUT YOU MIGHT BE MORE POPULAR IF YOU LEARN TO PLAY THE SLITHERHORN.

>PERFORMANCE VENUES

While Entertainers and more specialized characters can perform virtually anywhere, performances will only have healing effects when staged at specific sites. However, different sites have different properties; some venues may be more effective than others.

- **Campsites:** Scouts can construct special campsites where wounds can be healed.
- **Cantinas:** Cantinas are special buildings found in almost any city.

Performers can heal both wounds and battle fatigue in cantinas.

- **Theaters:** Theaters are much larger venues with stages. Entertainers can heal both wounds and battle fatigue in theaters.

>PERFORMANCE BASICS

To initiate a dance or a musical piece, you need to have the appropriate skills. You gain new songs and dances by advancing through the musicianship and dancing professions. The more complicated the song or dance, the more potent its healing effects.

>DANCING

To start a dance, you can use the command **/startdance [dance style]**, or use the icon that corresponds to the specific dance. You can drag these icons from the Abilities page and into your toolbar to assign them to a **Function** key (**F1-F12**).

A skilled Dancer can learn the following dances:

- Basic
- Rhythmic
- Popular
- Exotic
- Lyrical
- Poplock

You can end a dance by typing **/stopdance** or **/stop**, or by simply moving.

DANCE FLOURISHES

Each dance has a basic dance step, along with up to eight flourishes. Flourishes play special animations and provide brief bonuses to XP, but cost Action points.

You can execute a flourish typing the command **/flourish [flourish number]** (ex. **:/flourish 1**). Also, you can add flourishes at any time by typing **/flourish [flourish number]** (ex. **/flourish 2**).

WATCHING DANCERS

Anyone who wants to obtain healing from a dancer needs to "watch" that character. To watch a dancer:

- Type /watch [dancer's first name]
- Single-click on a dancer and type /watch
- Access the performer's radial menu and select Watch

>MUSICIANSHIP

To start a song, you can use the command /startmusic [song name] (ex: /startmusic rock).

The following songs are available to skilled musicians:

- *Star Wars* 1
- Folk
- Ballad
- Waltz
- Jazz
- Ceremonial
- Rock
- *Star Wars* 2
- Virtuoso
- *Star Wars* 3

To stop playing, type /stopmusic (or /stop), use the corresponding Function key, or click on the Ability icon.

INSTRUMENTS

Based on your skills, you can play the same song with several different instruments. Songs will sound slightly different and provide you with unique flourishes depending upon the instrument you use.

Most instruments only need to be equipped for you to play them. However, organs and other large, unmovable instruments must be targeted (single-click) before you can start playing the song. You must locate these instruments in the game world.

LISTENING TO MUSICIANS

Anyone who wants to listen to a musician for healing purposes can:

- Type /listen [musician's first name]
- Single-click on the musician, and then type /listen
- Access the performer's radial menu and select Listen

>BANDS

<<<TRANSMISSION INTERRUPTED. REROUTING TO NEW VISUAL>>>

FIGRIN D'AN WAS JUST ANOTHER MEDIOCRE BITH WAILER UNTIL HE FORMED THE MODAL NODES. STARTIN' UP A BAND MADE HIS CAREER. IT MIGHT DO THE SAME FOR YOU, IF YOU CAN FIND THE MUSICIANS TO BACK YOU UP.

<<<RESUMING NORMAL DATA TRANSMISSION>>>

Dancers and musicians are more effective when performing in groups. Players who share the ability to perform the same dance or song can join together in a band or dance troupe and become more effective at healing.

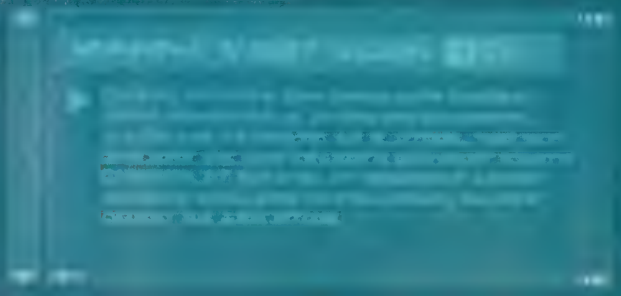
The process for forming a band or troupe is identical to creating a standard group. To start a band, simply invite another player using the radial menu or the /invite [player's first name] command.

Up to 20 people can form a band or dance troupe. The character who made the initial invitation is considered the bandleader (or dance leader). Because the band is essentially a group, all group leader and group member commands remain the same (see **Chapter 10: Grouping**, page 122).

Once the band or troupe has formed, the bandleader is responsible for starting the song. The bandleader starts the performance using the same commands used in solo play (**/startmusic [song name]**; or using an **Ability** icon). *All players in the group need to know the same song in order for the group to perform that song, but the dancers can use any dance.* Once the bandleader initiates the performance piece, he will play a short intro. The group will then join in. At any time, any group member can insert a flourish of his or her choice.

Any member of the group can stop performing by using **/stopmusic** or **/stopdance** commands. However, the song will come to a more pleasing end if the bandleader uses the same command; once the bandleader brings the song to a conclusion, all members of the band will play an appropriate finale.

Other players will heal more quickly when enjoying a group performance. To watch or listen to a group, you can use any of the methods outlined in this chapter (**/listen** or **/watch**; or choosing these options from the radial menu) on any member of the group.



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Depending upon your profession, skills, and standing with the Empire or Rebel Alliance, you may be able to control animals, droids or even soldiers at different points in the game.

>CREATURE TAMING

The Creature Handler gains the ability to tame, train, and control wild animals. To tame a creature, the handler must locate an infant (identifiable by their small size). Most often they are found as part of herds or packs.

To tame a creature as a pet, you must approach it very slowly (to avoid scaring it away), and then access its radial menu and select **Tame**. If you do not possess the skills to tame a creature, **Tame** will not appear on the radial menu. As you gain new skills, you'll learn how to tame new types of creatures.

After selecting **Tame**, remain close to the creature while your character performs a series of actions to calm and befriend the creature. Taming is not automatic: the type of creature, its age, and your taming skill all affect the outcome.

NOTE: If you fail an attempt to tame a dangerous creature, the animal might attack you.

<<<TRANSMISSION OVERRIDE: REROUTED TO DATA SIGNAL>>>

I'M NOT MUCH FOR KEEPIN' ANIMALS. I'M AT HOME SURROUNDED BY POWER CONVERTERS AND STRIPPED HYPERDRIVES, AND PETS ONLY GET UNDERFOOT. BUT I DO KNOW THAT CREATURE TAMING IS AN ART, NOT A SCIENCE. IF YOU'RE LOOKIN' FOR A PET, START WITH SOMETHIN' SMALL AND PEACEFUL. A GNORT ISN'T LIKELY TO TEAR OUT YOUR THROAT WHEN YOU STARTLE IT

<<<RESUMING NORMAL DATA TRANSMISSION>>>

PET COMMANDS

Once you have successfully tamed a creature, a new set of commands will be available via its radial menu:

- **Store:** Puts the creature in your inventory for later use. Select **Call** from the creature's radial menu to remove it.
- **Train:** Allows you to teach your pet verbal commands. Just clicking the **Train** button does nothing. Instead, you must first click on **Train**, followed by a pet command (such as **Follow**). After you click on the pet command, you must type a verbal cue in your Chat input bar that your pet will learn to associate with that command.

  For example, if you want your pet to follow you every time your character says "Heel," you would first select **Train** then **Follow** from the radial menu. Immediately afterward, type "Heel" in the Chat input bar. From that point forward, your pet will follow you every time you say "Heel."

  You can use any words you want as verbal commands for your pet. If you possess multiple pets, you can train each to recognize different cues, allowing you to order them about independently; or, you might decide to make them all obey the same word so that they can act in concert.

  You can also name your pet using the Train command. To do so, add any name to the verbal command. Select **Train** then **Follow** from the radial menu, and finish up by typing "Bobo Heel" in your Chat input bar. Your pet will learn to recognize its name after you include it in three or four verbal commands.
- **Follow:** Makes your pet follow you.
- **Stay:** Tells your pet to stay in one spot. Most pets will sit still for a short time, and then begin loitering around the area. Pets remain in the world when you log off, but if left alone for too long, they revert back to a wild state and you will lose them.

- **Attack:** Commands the pet to attack your current target.
- **Guard:** Commands the pet to guard your current target (another player, NPC or creature). Your pet will attack anyone who attacks the guarded target. Guard is a toggle; you can command your pet to stop guarding by using the Guard option when you don't have anything targeted (the ESC key clears all targets). Pets automatically guard their master, and can guard one other entity (including another pet).
- **Befriend:** Adds another targeted player to your Friends list (if the player is already on your Friends list, this will remove him or her). Friends are able to give verbal orders to the pet.
- **Set Patrol Point:** Establishes a patrol route for your creature. Use this command wherever you are standing to add it to the pet's patrol route, then move to the next spot in the intended route and use the command again. A route can have up to ten patrol points.
- **Patrol:** Commands a pet to start patrolling along an established route. Only usable once you have patrol points set.
- **Clear Patrol Points:** Erases all patrol points for your pet.
- **Group:** Commands your pet to join your group or, if already grouped, forces the pet to leave your group.
- **Trick:** Encourages your pet to perform a trick. You have four slots for a pet's tricks. Tricks are used to heal a pet's Mind wounds. When wounded the pet will ask you to play; command it to perform tricks to heal the creature.
- **Transfer:** Transfers ownership of the pet to another player. You can only transfer the pet to a player who has the proper skills to tame and control the creature.
- **Release:** Releases your pet back into the wild.
- **Feed:** Gives your pet food to heal Action or Health wounds.

Remember, the radial menu options are really only used for establishing verbal commands. Once you have the verbal commands set, you won't use the radial menu very often.

PET HEALING

Your pets can suffer all forms of damage. To heal wound damage to a pet's Action and Health, target the creature and select **Feed** from the radial menu to give your pet food from your inventory.

If your pet receives a Mind wound, use the verbal Trick command when it asks you to play to heal its Mind.

If your pet dies in combat, it is gone forever, so be sure to heal pets often.

PET GROWTH

With proper care and feeding, your creature will grow to full size over time. In fact, given enough effort, your creature can grow even larger than a normal member of its species. This growth process can take days or even weeks. As a creature grows, its attributes increase dramatically.

>DROIDS AND SOLDIERS

Essentially, droids are like pets that can be built by other players. In most respects, droids function just like pets, although they have a separate set of commands.

Soldiers are special NPCs that can be controlled and commanded on a battlefield. In order to acquire a soldier, you must earn faction points and declare to one side in the Galactic Civil War (see **Chapter 16: The Galactic Civil War, page 170**). Again, you use the same basic tools to control soldiers, though the commands are slightly different.

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Star Wars Galaxies provides a number of tools to make travel across planets and between worlds easier.

>>>TRANSMISSION OVERRIDE: REROUTING TO NEW SIGNAL<<<

EARLY IN YOUR CAREER, STICK CLOSE TO CITIES AND TOWNS. DON'T STRAY TOO FAR INTO THE WILDERNESS, OR YOUR GONNA FIND SERIOUS TROUBLE. ONCE YOU'VE GAINED SOME EXPERIENCE, TAKE SOME TIME TO ADVENTURE ACROSS THE PLANET BEFORE VENTURING OFF-WORLD.

<<<RESUMING NORMAL DATA TRANSMISSION>>>

>PLANETARY TRAVEL

When you first start out, you'll have limited funds for travel. Instead, your main method of travel will be running (default: press and hold the **MOUSE 2** button). Your character runs by default, although you can walk by holding down the **SHIFT** key while moving forward.

NOTE: The Burst Running ability (/burstrun) is not intended for travel; it should only used for escaping potentially dangerous situations.

TERRAIN

When you explore planets, terrain does have a distinct effect on your character. You will notice that, as you move up steep slopes, your character's speed is reduced dramatically. When trying to quickly cover long distances, you'll want to avoid slopes. In addition, trying to flee from an aggressive creature by heading up a slope could prove deadly.

Water also affects your character. When you enter deep water, you will begin swimming. Some creatures will refuse to follow you into the water, so you can use this terrain feature to escape danger in some instances.

Some terrain features, including large trees and rocks, will block your line of sight. If this happens during combat, you will not be able to attack your target with a ranged weapon. Hiding behind rocks and trees can be an effective tactic during blaster fights.

THE RADAR

The radar is covered in **Chapter 3: Controls and the HUD, page 36**. It is important to note that the radar shows the surrounding terrain, which can be very useful during navigation. You can zoom your radar out to its maximum range to get a better understanding of the land around you.

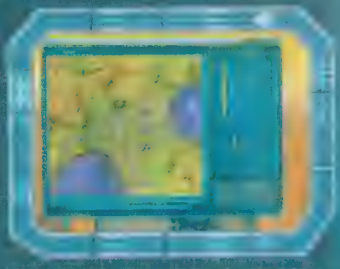
WEATHER

On many planets, you'll occasionally encounter inclement weather, such as sandstorms or rain. These weather patterns will have negative effects on your accuracy when using ranged weapons. It will also reduce your onscreen visibility, but will not affect your radar.

WAYPOINTS (CTRL+D keys)

You should make liberal use of the waypoint system when exploring. You can create waypoints wherever you want by entering your Datapad (**CTRL+D keys**) and clicking on the **New Waypoint** button. Click and hold the **MOUSE 2** button to activate or rename your waypoint. Waypoints are extremely useful when you are trying to return to specific sites.

PLANETARY MAP (CTRL+V keys)



Every world has a detailed planetary map that you can access at any time. The drop-down menu on the right side of the screen allows you to search for specific types of buildings (including starports, shuttle stations, hospitals, and cantinas) or other locations. You can zoom the map in and out using the slider at the bottom of the screen. Click **Show Cities** to display all cities on a given planet. You can also create waypoints directly on the map.

<<<TRANSMISSION OVERRIDE: REROUTING TO NEW SIGNAL>>>

NOTHING IS WORSE THAN GETTIN' LOST IN THE MIDDLE OF TATOOINE'S DESERT OR DEEP IN NABOO'S SWAMPS. FOLLOW YOUR RADAR, REVIEW THE PLANETARY MAP, AND CREATE YOUR OWN WAYPOINTS TO KEEP FROM STUMBLING INTO THE SARLACC PIT.

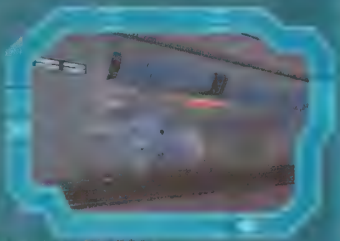
<<<RESUMING NORMAL DATA TRANSMISSION>>>

OVERLAY MAP (CTRL+M keys)

The overlay map is especially useful when exploring cities or interiors. When activated, the overlay map super-imposes an image of the surrounding buildings and other formations.

- Zoom the overlay map in or out by holding down the CTRL key, and then scrolling the MOUSE WHEEL.

PLANETARY SHUTTLES



The planetary shuttle system allows rapid transport between cities on the same world, significantly reducing your travel time. There are shuttle stations located in nearly every major city.

NOTE: Planetary shuttles do not travel to other planets.

Shuttles use a ticketing system. To buy a ticket, approach the Ticketing Terminal near any shuttle port, and then double-click on the terminal or access the terminal's radial menu and choose Purchase Ticket. The Ticketing Terminal provides a map of the planet with all cities that the shuttle system services. Use the drop-down menus on the right side of

the screen to select your destination city. You can also highlight Departure or Destination, and then click on the city of your choice. Furthermore, you have the option of purchasing either a one-way or roundtrip ticket.

Shuttles arrive at shuttleports at regular intervals. To find out when the next shuttle will arrive, talk to the protocol droid near the shuttleport. Once the shuttle has arrived, you'll need to present your ticket to the droid before you can board.

>GALACTIC TRAVEL

Traveling to other planets requires trips aboard transport starships, which can be boarded at starports.

STARPORTS AND TRAVELING

Starports are large structures located on nearly every colonized planet. Heavily populated worlds, such as Naboo, may have a starport in several major cities. Starports can be located using the planetary map. For convenience, starships arrive and depart from starports on a regular basis.

Each starport also houses a Ticketing Terminal. In general, ticketing for galactic transports works just like ticketing for planetary shuttles. To buy a ticket, select a departure city and destination city using the drop-down menu on the right side of the screen. Clicking on any world in the left side of the screen will automatically change your destination planet.

To use a ticket, move to the center of the starport located at your destination city. In the landing area, you'll encounter a ticket-taking droid. If there is no starship present, select **Converse** using the droid's radial menu, and it will tell you when the next transport is expected to land. When the transport arrives, interact with the droid to hand over your ticket. You will then be transported to your destination world.

CHARTER SHUTTLES

Some planets are not readily accessible via the regular routes used by common starship transports. Trips to worlds like Dathomir and Endor, which are off the beaten path or dangerous to reach, may require special charter transports. Charter transports are more expensive than standard transports.

>>>TRANSMISSION OVERRIDE: REROUTING TO NEW SIGNAL...

EVERY PLANET IS DANGEROUS, BUT SOME WORLDS ARE COMPLETELY LETHAL. THE POPULATED WORLDS – LIKE TATOOINE, CORELLIA, NABOO, RORI AND TALUS –ARE BASICALLY "SAFE" IF YOU CAN AVOID ALL THE PIRATES, STORMTROOPERS, AND CARNIVOROUS CREATURES). OTHER WORLDS DEFINITELY AIN'T FOR TOURISTS. DANTOOINE DOESN'T HAVE ANY OF THE NICETIES OF HOME, SO PACK PLENTY OF SUPPLIES BEFORE TREKKING TO SEE THE [illegible] HIKES; YOU COULD NEVER COUNT THE NUMBER OF BODIES BURIED ON LOK; AND EVEN THE IMPERIALS ARE AFRAID OF SETTIN' DOWN ON DATHOMIR....

>>>RESUMING NORMAL DATA TRANSMISSION...

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In Star Wars Galaxies, "resources" are any materials that can be extracted from the land or creatures and used to create useful objects, including camps, clothing, and weapons. Resources include everything from strange minerals to the hide of a womp rat. Because they are necessary components for building virtually anything, resources are the foundation of the in-game economy.

<<<TRANSMISSION OVERRIDE. REROUTING TO NEW SIGNAL>>>

YOU CAN'T INVENT, CONSTRUCT, OR FIX ANYTHING WITHOUT THE PROPER MATERIALS. AND EVEN I KNOW THAT THE GALACTIC EMPIRE IS BUILT ON A MOUND OF METALS. YOU CAN MAKE YOUR FORTUNE BY FINDIN' RESOURCES. IT'S NOT AS GLAMOROUS AS FIGHTIN' ALIEN GANGSTERS ON CORELLIA, BUT IT'S A LOT LESS PAINFUL.

<<<RESUMING NORMAL DATA TRANSMISSION>>>

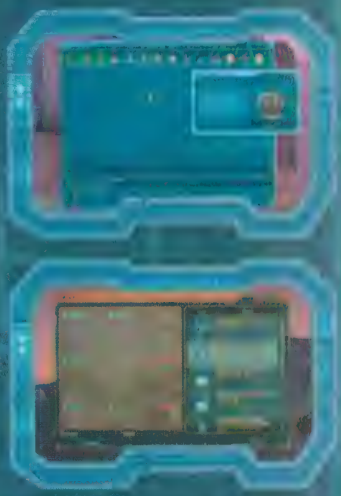
>CREATURE HARVESTING

Scouts begin the game with the ability to extract organic resources from dead creatures. To harvest these resources, bring up a radial menu on a creature's corpse and select the **Extract** option from the **Loot** tab.

This will provide you with a small number of resources based on the type of creature.

>SURVEYING

Minerals, liquids, and many other types of resources need to be located through a process known as surveying. Artisans begin the game with basic surveying skills. To use these skills, you must have a surveying device. There are different types of devices for each general resource type. Surveying devices can be built by other players.



Before using a surveying device, you must set the device's radius by clicking **Settings** on the device's radial menu.

To survey, select **Survey** from the device's radial menu. This will produce a list of the specific resources that you can try to find on your current planet. Select any of these resources, and then click on the **Survey** button. Depending upon your skills, you will see several deposits of your selected resource. Higher percentages on your Surveying screen indicate very dense deposits. You will want to head toward these deposits to efficiently mine resources. Every time you survey, a waypoint will be created to lead you to the largest discovered resource deposit.

RESOURCE SAMPLING

Once you reach a rich resource deposit, you can use your surveying tool to extract small samples of the resource. Select the **Take Sample** option on your surveying tool's radial menu. Success depends upon the size of the deposit and your current skills. If you successfully produce a sample of the resource, it will appear in your inventory for use when crafting items.

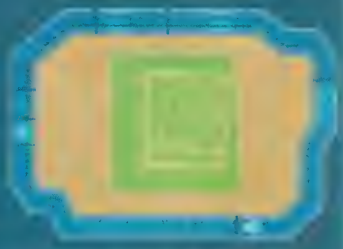
>HARVESTERS

As you progress through the Artisan and related professions, you'll eventually gain the ability to build mining installations (known as harvesters) capable of automatically extracting large quantities of a resource.

PLACING A HARVESTER

To build a mining facility, you first need to acquire a deed for that structure. Deeds can be manufactured or purchased from other players through the Bazaar (see **Chapter 15: Crafting and The Bazaar**, page 160). Once you have a deed:

- Click the **MOUSE 1** button and hold on the deed in your Inventory, and then select **Use** on the radial menu.
- Your view will change to an overhead "structure placement" view, which includes an outline of your proposed structure (the foundation "footprint"), along with the surrounding terrain. Use the **ARROW** keys to view the surrounding terrain and use the mouse to move the installation's footprint. Clicking the **MOUSE 2** button once will rotate the structure by 90 degrees. Hit the **ESC** key to leave structure placement.
- As you move the mouse, the footprint will glow green or red. Green indicates that the location is suitable for placing the structure. If any red appears on the footprint, the terrain will prevent you from placing the structure.



- Choose a location that causes the footprint to glow completely green.
- When you are satisfied with the footprint's position, click the **MOUSE 1** button once to place a construction marker.

Construction of your installation will take some time, depending upon the type and size of the structure. You can view the construction progress by producing a radial menu on the construction marker and selecting **Status** from the available options.

You will be notified via an onscreen message when your installation is complete. Return to the facility to manage the harvesting options.

MANAGING HARVESTERS

Your completed harvester has a radial menu that is used to control all aspects of your structure.

Click and hold the **MOUSE 1** button to produce the radial menu, and then select **Manage** to produce the Harvester Manager screen.

1) Harvester Name: Click the **MOUSE 1** button here to name the harvester.

2) Change Resource: Click the **MOUSE 1** button on the **Change Resource** button to switch to the Resource Selection screen. There, you can choose which resource the harvester will extract.

Click the **MOUSE 1** button to select a resource from the left side of the screen (the concentration of that resource will appear onscreen). Hit **OK** to return to the Harvester Manager screen.

3) **Current Resource:** Name of the resource you are currently harvesting.

4) **Power:** Click to begin harvesting.

5) **Harvester Progress:** Indicates the number of units of your current resource you have harvested.

6) **Efficiency:** Indicates the efficiency with which you are extracting your selected resource. The higher the number, the more quickly you will produce units of the resource.

7) **Status Gauge:** Display the harvester's current damage, if any.

8) **Hopper:** Click to review the contents of your harvester's hopper. As you extract resources, your hopper fills up. The Hopper screen allows you to review what types of resources are in the hopper, and in what quantities.

You can remove resources by clicking on the **Retrieve** button in the Hopper screen. The Retrieve option will present a slider that allows you to remove from between 1 and 250 units of a specific resource. When you have selected the desired amount, click **OK**. The game will automatically create a container of that resource in your inventory. You can remove up to 100 units of a given resource at a time.

Clicking **Dump Hopper** from the hopper's radial menu clears space in your hopper to make room for new resources that you may want to collect. Dumped resources are completely destroyed.

Select **Structure Management** from a harvester's radial menu to access the following options:

- **Pay Maintenance:** Every structure has maintenance fees that are deducted from your galactic account. If you fail to pay your maintenance fees,

the harvester will stop functioning, fall into disrepair, and eventually disappear. You must have the necessary funds available in your bank account to pay maintenance fees for the structure.

- **Destroy Structure:** Completely destroys the structure, removing it from the game. When you select this option, you will be asked to repeat the Destroy Structure command within 30 seconds, ensuring that you don't destroy any structure by accident. If the structure is in top condition, the harvester's deed will appear in your inventory, allowing you to later requisition the structure somewhere else. If the structure is not in top condition, you will be informed that you need to put a certain number of credits into the structure's maintenance pool. If you destroy a structure without paying these maintenance fees, the deed (and harvester) will be completely lost.
- **Status:** Provides useful information, including the condition of the structure. Over time, your structures will decay and require maintenance; use the Status screen to assess the harvester's condition. The screen will also display the number of credits required to return the harvester to top condition.

If you select Structure Permissions from the radial menu, you will receive these options:

- **Hopper List:** Lists any players that can access the harvester's hopper. To add someone to your Hopper list, type **/setpermission hopper [player's first name]**. You don't need to have the structure or the player targeted; you just need to be close to the structure and spell the player's name correctly. To remove someone from the Hopper list, repeat the command listed above (the command works as a toggle).
- **Administrator List:** List all players you have given administrator rights to for this structure. A player with administrator rights can assign and remove players (except the structure's owner) to the Hopper list. To add a player, type **/setpermission admin [player's first name]**. Type this same command again to remove the player from the Administrator list.

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Crafting is a key component of the economy in *Star Wars Galaxies*. Artisans and other related characters (including Weaponsmiths, Tailors and even Cooks) can build virtually anything, ranging from blasters to buildings, and then place these items for sale through the Galactic Bazaar. This chapter teaches you how to craft and use the Bazaar to buy and sell goods.

<<<TRANSMISSION OVERRIDE: REROUTING TO NEW SIGNAL>>>

ENGINEERS AND MECHANICS AIN'T THE ONLY PEOPLE WHO NEED TO USE THE GALACTIC BAZAAR. MARKSMEN WILL NEED TO USE THE BAZAAR FOR BUYIN' NEW AND MORE POWERFUL WEAPONS, WHILE DANCERS AND MUSICIANS CAN FIND CLOTHES OR INSTRUMENTS THERE

<<<RESUMING NORMAL DATA TRANSMISSION>>>

>COOKING, TAILORING, AND CRAFTING

It's very important to note that "crafting" covers a wide variety of activities beyond just assembling useful devices. In fact, Chefs and Tailors use the exact same crafting system as Armorsmiths and Droid Engineers; they just produce different types of goods.

<<<TRANSMISSION OVERRIDE: REROUTING TO NEW SIGNAL>>>

MANY DIFFERENT TYPES OF ADVENTURERS NEED TO LEARN HOW TO BUILD STUFF. ARTISANS ARE THE GALAXY'S MAIN ENGINEERS, BUT SCOUTS LEARN HOW TO CONSTRUCT CAMPS AND TRAPS; MEDICS COBBLE TOGETHER STIMPACKS AND HEALING TREATMENT KITS; AND EVEN HARDENED COMMANDOS LEARN TO CONSTRUCT POWERFUL HEAVY WEAPONS.

<<<RESUMING NORMAL DATA TRANSMISSION>>>

>CRAFTING OVERVIEW

Artisans begin the game with the ability to craft a limited number of basic objects. Crafting requires three things: a schematic of the object you want to craft, the components necessary to build the item, and a crafting device of some kind.

SCHEMATICS

Schematics are basically blueprints for anything you can build. They include designs for weapons and other devices, recipes for foodstuffs, and patterns for items of clothing.

Access your list of schematics through your Datapad (**CTRL+D** keys). Double-clicking on any schematic will bring up a description of that item, along with a list of the resources and other components required to build that object. You can also view your schematics through your crafting device (see **Crafting Devices**, page 164).

COMPONENTS AND RESOURCES

Every item in the game requires specific components to craft. In many instances, these components will simply be resources. To craft a survival knife, for example, you might need several units of metal and a few units of polymer materials. Resources are found in the environment and can be extracted as described in **Chapter 14: Surveying and Harvesting Resources**, page 152.

More complex items are actually composed from other crafted objects, or a combination of resources and crafted components. A blaster requires some resources, but also calls for a power cell, which is a separate craftable item. To build a blaster, you must first build (or buy) a power cell.

Some items allow for optional components (you might be able to add spices to a meat stew or a scope to a rifle). These components are not required to complete the item, but may enhance the final product in some way. You can view the components required for any item by reviewing that object's schematic in your Datapad (CTRL + D keys) or through a crafting device.

CRAFTING DEVICES

If you start the game as an Artisan, you'll find a "generic crafting tool" in your Inventory. These tools can be purchased in the game from other players.

The generic crafting tool only allows you to assemble simple items. To construct larger or more complex items, you must visit stationary crafting stations (located in almost every major city). Each type of item has its own dedicated crafting station (you can't prepare food items at a clothing crafting station, for example).

BASIC CRAFTING

To build a simple item, double-click on your generic crafting tool or select **Start Crafting** from the device's radial menu. Once the crafting device is activated, it will provide a list of items that you can build with the tool (to access additional schematics, you must use crafting stations). Schematics are organized by type—weapons, foods, clothing, etc.

Browse your schematics and click the **MOUSE 1** button on the item you want to build. Click on **Next** to begin assembling the item.

The Assembly screen allows you to place components into your schematic. When you open a schematic, your available resources and components will appear in a window on the left side of the screen.

Each schematic has "slots" for specific components. When you click on an available component or resource, any slots that can hold that type of component will glow green.

Click-and-drag components into the appropriate schematic slots or double-click on the components to allow the crafting device to automatically assign them to an appropriate slot.

Like characters, each resource and component has its own set of attributes that directly affect the quality of the object you're crafting. Some metals are more durable than others, for example. Putting a very durable metal into a blaster schematic is likely to result in a very durable blaster.

After assigning components to a schematic, click on the **Assemble** button.

After clicking the **Assemble** button, you will attempt to construct the item. Whether or not you can successfully build the item depends upon your skills and the item's complexity.

Unless you suffer a Critical Failure, you will eventually produce a version of the object. However, if you suffer a Critical Failure, you won't complete the item, and the resources you assigned to the schematic will be destroyed and lost forever! Assuming you were successful at your crafting attempt, you will receive a message when your item is complete. Unless your inventory is full, the item will be transferred there.

EXPERIMENTATION

More experienced crafters will gain the ability to experiment. Experimentation provides a chance to change the original design to increase an item's effectiveness.

On the Experimentation screen, you can identify variables you want to improve (damage or range for a blaster, perhaps). Experimenting will increase an item's complexity, reducing your chances of successfully creating the item.

PROTOTYPES AND MANUFACTURING SCHEMATICS

When using a generic crafting tool, you produce an actual object that can be used by you or others (a "prototype"). However, while at a crafting station you have the option of creating a manufacturing schematic instead. A manufacturing schematic can be used with specific structures to mass-produce the item.

CRAFTING ADVANCEMENT

To improve as an Artisan or other crafter, you need to earn Crafting XP. You earn some Crafting XP whenever someone uses an item you create.

>THE BAZAAR

The Bazaar is a galactic commodities market where you can place items up for sale, buy items, and even participate in auctions.

BAZAAR TERMINALS

The Bazaar is accessed through special terminals located in nearly every city. In some respects, Bazaar Terminals are similar to mailboxes. Items that are put up for sale are physically deposited into Bazaar Terminals and must later be retrieved by buyers.

BROWSING THE BAZAAR

To review the types of items for sale at any given time, walk up to a Bazaar Terminal and select Use from the terminal's radial menu. You can review items for sale from all across the galaxy. You can also see any items you have for sale and any bids you've placed on current auctions.

BUYING ITEMS

Items for sale are either posted at a fixed price or placed up for auction. Once you find an item you'd like to purchase, you can either click on Buy or Place Bid. You must have enough credits in your galactic bank account in order to buy an item.

You can review any auction's status from any Bazaar Terminal. If you win an auction, you will be notified through an in-game message.

Wherever you buy an object (either through a direct purchase or winning an auction), you must still retrieve the item. You must be in the same region as the object in order to retrieve it from a Bazaar Terminal. Travel to any terminal in the specified region and choose Retrieve Items from the terminal's radial menu.

SELLING ITEMS

Click on the My Sales tab on the Bazaar screen, and then choose Select Item. You can drag any item from your inventory into the Bazaar screen. You can choose to post the item as a straight sale (and establish the price) or start an auction (and define a minimum bid). Once you place an item up for sale, it is deposited into the Bazaar Terminal you are currently using.

>PLAYER HOUSING AND VENDORS

Players can also create their own shops to sell items in the game. If you want to open your own shop, you first need to build a structure for your shop. These buildings can also serve as your own house. You build a house in the same way you build resource harvesters and other structures (see **Chapter 14: Surveying and Harvesting Resources**, page 152).

MANAGING YOUR HOUSE

Inside your completed house, you will spot a Structure Management Terminal. Use the terminal's radial menu to access the following options:

Structure Management: Provides management options.

- **Privacy:** Toggles structure between Private and Public. If the structure is Private, only characters on the Entry list can enter. If Public, anyone except characters on the Ban list can enter the building.
- **Declare Residence:** Makes the structure your residence. You can only have one residence, and only the owner can declare residence.
- **Pay Maintenance:** Access the Maintenance Payment screen. You must have the funds available in your bank or on your person in order to pay maintenance on the structure.
- **Destroy Structure:** Removes the structure from the terrain. You must repeat this step within 30 seconds to actually destroy the structure. As with other structures, your house will revert back into a deed if the building's maintenance fees have been paid; otherwise, the building will be completely destroyed.
- **Status:** Access the Status screen to review useful information, such as the condition of the structure.

Structure Permissions: Allows you to set permissions for the building's use by other players.

- **Entry List:** Access the list of players allowed to enter your house. This is only applicable if your house is Private. If your building is Public, anyone can enter except for those players on the Ban list. To add someone to the Entry list, type /setpermission entry [player's first name]. Repeat this command to remove a player from your Entry list.
- **Vendor List:** Access your NPC vendors.
- **Administrator List:** Lists those players allowed administrator rights to the structure. Anyone with administrator access can add or remove other players from other lists. (The owner can never be removed from any lists). To add a player, type /setpermission admin [player's first name], and then hit the **ENTER** key. Type this command again to remove the player from the list.
- **Ban List:** Displays the list of players banned from the structure. Someone on this list will never be able to enter your house. To add or remove someone from the Ban list type, /setpermission ban [player's first name].

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The galaxy is in turmoil. The oppressive Empire nearly has complete control of the galaxy, and only a small, ragtag band of Rebels opposes the evil New Order. The Rebel Alliance has recently scored a major victory by destroying the dreaded Death Star, but the Empire is still relentlessly pursuing Princess Leia, Luke Skywalker, and other Alliance leaders.

The *Star Wars Galaxies* Player-versus-Player combat system (or PvP) allows players to fight one another within the context of the greater Galactic Civil War. PvP combat is not enabled by default; instead, you must actively choose to participate in the PvP system and make yourself vulnerable to attacks by other players.

<<<TRANSMISSION INTERCEPT: DECRYPTING TO NEW SIGNAL>>>

AS IF THE GALAXY WASN'T DANGEROUS ENOUGH ON ITS OWN, THERE'S NOW A FULL-SCALE WAR GOIN' ON... ON ONE SIDE, YOU GOT THE EMPIRE. THEY HAVE MILLIONS OF TROOPS, BIG TECHNOLOGICALLY ADVANCED WEAPONS, CONTROL OF THE GALAXY'S RESOURCES, AND A BRUTAL ENFORCER NAMED DARTH VADER... JUST ABOUT EVERYTHING YOU NEED TO WIN A WAR. AND THE REBELS? WELL, THEY HAVE COURAGE.

<<<RESUMING NORMAL DATA TRANSMISSION>>>

>THE WARRING FACTIONS

The two warring groups in *Star Wars Galaxies* are the Rebel Alliance and the Galactic Empire. You can join either side in the conflict. However, doing so requires a bit of work: you can't immediately declare yourself an Imperial or a Rebel.

Before you can join the Alliance (or Empire) you must first prove yourself worthy of serving the Rebels by increasing your Rebel Alliance faction standing. Your faction standing with both the Rebels and Empire

is listed on your Character Sheet (CTRL+C keys). To increase faction standing, you can perform either of the following:

- **Complete Rebel or Imperial Missions:** Throughout the game, you'll discover special mission terminals that provide faction-specific missions. By completing a mission acquired from one of these terminals, you can increase your faction standing with the specified faction. Some NPCs in the game might also be able to provide faction-specific missions.
- **Fight on a Battlefield:** Several worlds have contested areas where the conflict between the Rebels and Imperials is taking place. When you enter a battlefield, you are required to choose a side in the conflict. Your actions on the battlefield can help secure victory for either faction and earn you valuable faction points (see **Battlefields** on the following page for more information).

JOINING A FACTION

Once you've earned enough faction points, you can visit a recruiter to actually join your desired faction. Rebel and Imperial recruiters are stationed (or hidden) in various cities throughout the galaxy.

Conversing with the recruiter will provide you with an opportunity to declare your allegiance. However, you have two options when joining up:

- **Covert:** Declaring as a covert member of a faction allows you to participate in limited PvP. As a covert member of your faction, you'll be allowed to attack enemy NPCs (such as stormtroopers, if you join the

Alliance). You may also gain access to a few new areas in the game and have some additional abilities on a battlefield.

- **Overt:** Overt status is true, constant PvP. As an overt member of a faction, you can attack any enemy NPCs, as well as overt members of the opposing faction. Only overts can place certain structures on battlefields.

>BATTLEFIELDS

The Empire and Rebel Alliance are constantly engaged in battles on multiple planets. An area where conflict is occurring is known as a battlefield.

NOTE: Markers to warn away non-combatants surround these regions.

When you cross a battlefield's boundary, you will be asked to select a side in the conflict (if you're already an overt or covert member of a faction, you'll always be assigned to that side when you enter a battlefield). While on a battlefield, you can freely attack anyone on the opposing side.

In addition, your actions can earn you valuable faction points or help your side win the battle.

You earn faction points by:

- **Killing Enemies:** You can attack anyone on the opposing side. Unlike NPCs or creatures, however, you must deliver a deathblow to actually kill another player character (choose **Deathblow** from the radial menu after you incapacitate your target). Anyone killed while on a battlefield will be ejected and will not be able to re-enter the area until the battle is over.
- **Complete Battlefield Objectives:** Different battlefields may have different objectives. On one battlefield, for example, you might be required to destroy a power generator fueling the enemy base. If you participate in destroying the generator, you will earn faction points.

- Win: If your side accomplishes all of the battlefield objectives, you will win the battle. Any players who survive to see this victory will be awarded faction points.

SPENDING FACTION POINTS

Even after you join the Empire or Rebel Alliance, faction points remain extremely important. You can "spend" faction points for specific perks, both on and off the battlefield.

TEMPORARY ENEMY FLAGS

As a covert member of a faction, you will often incur Temporary Enemy Flags (or TEFs). You can gain a TEF by attacking an NPC or by aiding an overt member of your faction (through healing, for example). While the TEF is active, an overt member of the opposing faction can freely attack you.

QUITTING A FACTION

If you decide you no longer want to be a Rebel or Imperial, you merely need to find a recruiter and converse with that NPC. You will be offered the choice to leave the faction. However, you can't join the opposing faction until you earn enough faction points.

DUELING

You can fight another player by challenging him or her to a duel. Duels allow you to experience short-term PvP without interference by other players, and regardless of your faction.

To challenge a player to a duel, press and hold your **MOUSE 1** button on the player, and then select **Duel** from the radial menu.

For the latest information on updates and events, please visit the *Star Wars Galaxies: An Empire Divided* official Web site at:

www.starwarsgalaxies.com

We offer a variety of ways to help you solve problems both in the game and out.

>IN-GAME HELP

If you are in need of help while in the game, click on the **Holocron** button on the toolbar or press the **CTRL+H** keys. This will bring up the Holocron, a guide that answers general questions about the game. You can find more specific information by pressing the **Customer Service** button in that window. This will bring up the in-game Knowledge Base where you can enter text to search for solutions to common issues.

If you are not able to find the resolution to your issue, press the **New Ticket** button. This will allow you to write a message (commonly called a "ticket" or "petition") to our staff of Customer Service Representatives. Since tens of thousands of players are usually online at the same time, CSRs may be responding to other players' tickets. Your ticket is put in a queue as soon as you submit it and will be dealt with by the first available CSR.

Select the **Open Ticket** tab to review or delete any open requests you have made. This also is where you will see messages from the Customer Service Representative and where you can give further information if requested. Be patient and your problems will be solved if they fall within the rules of the game.

>OUT OF GAME SUPPORT

If you have questions regarding technical issues or your account and/or billing (i.e. Registration, Password Recovery, Subscribing, Cancellation, etc.), please contact Sony Online Entertainment Customer Service in one of the following methods:

SEARCH OUR KNOWLEDGE BASE

You can visit our Knowledge Base out of the game as well for a comprehensive auto self-help system that is up to date with the latest information and issues located at:

www.starwarsgalaxies.com/support

E-MAIL SUPPORT

You may also reach us by e-mail at swghelp@soe.sony.com. Before sending your e-mail, please specify the nature of your inquiry in the subject of your e-mail (i.e., technical issue, account issue, billing issue, in-game bug). A Customer Service Representative will respond to your e-mail as quickly as possible.

LIVE CHAT

To chat with a Live Representative through the Web site, please use our Live Chat feature: http://www.station.sony.com/en/instantchat.jsp . Live Chat hours are 9:00 a.m. to 5:00 p.m. (Pacific Standard Time), Monday through Friday.

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If you require additional support, please contact Sony Online Entertainment between 9:00 a.m. to 6:00 p.m. (Pacific Standard Time), Monday through Friday. Our phone number can be found by visiting:

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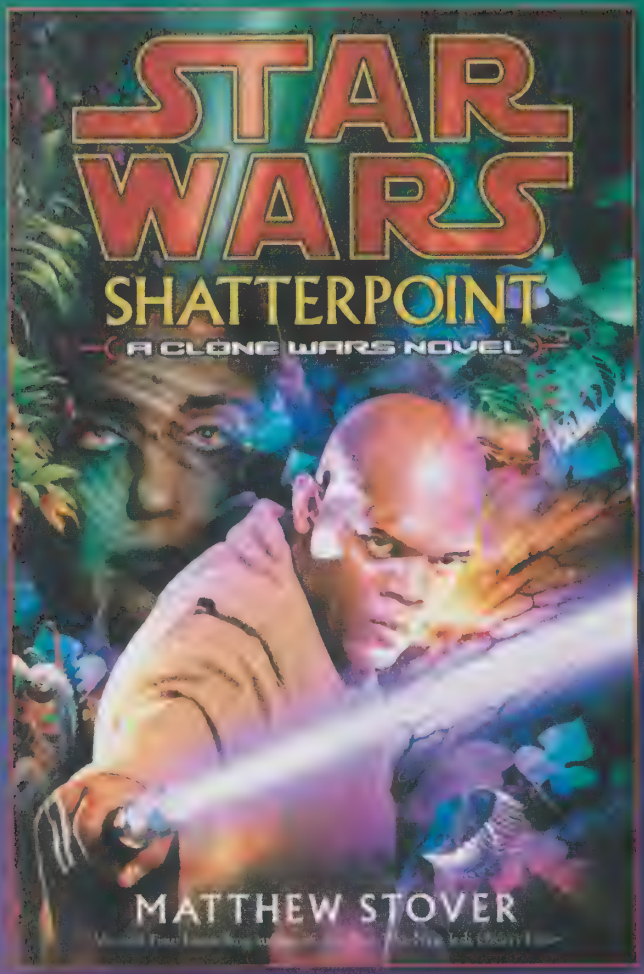

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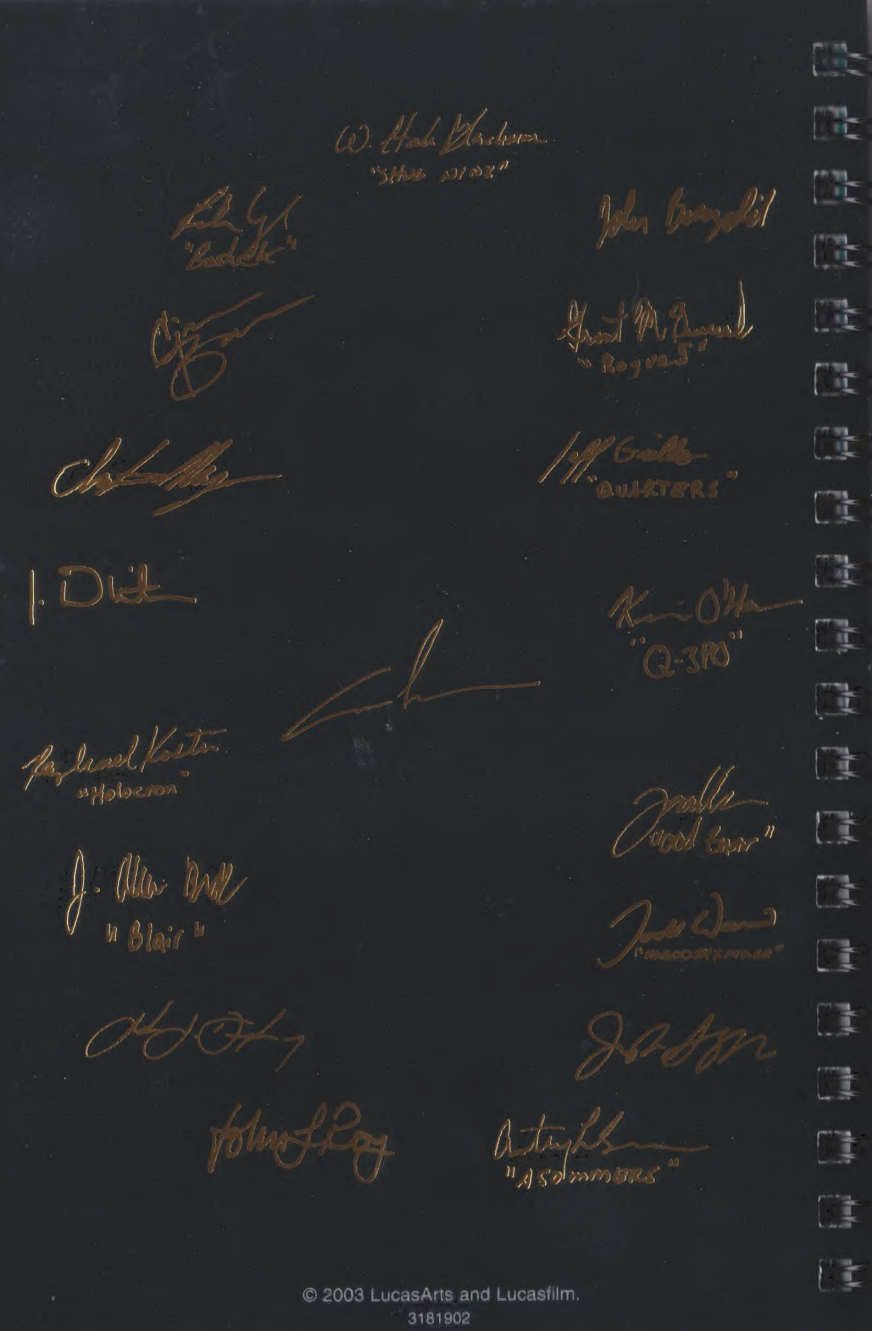

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